

Wizard Of Oz

Junior Script

by

Steve Titford

Ideal Cast Size **60-175**

Speaking Roles **11-175**

Minimum Cast Size **11**

Duration (minutes) **60-95**

ISBN: 978 1 84237 177 0

Published by

Musicline School Musicals

P.O. Box 15632

Tamworth

Staffordshire

B77 9HY

01827 281 431

musiclinedirect.com

Licences are **always required** when published musicals are performed.

Licences for musicals are only available from the publishers of those musicals.

There is no other source.

All our Performing, Sharing & Video Licences are valid for
one year from the date of issue.

**If you are recycling a previously performed musical,
NEW LICENCES MUST BE PURCHASED
to comply with Copyright Law required by mandatory
contractual obligations to the composer.**

To quickly and easily apply for your licences online, fill out our **30 second form** by visit the following link or **scan the QR code** below:

musiclinedirect.com/licence



CONTENTS

Cast List	4
Full Cast List By Number Of Lines.....	6
Cast List With Bonus Scenes Removed.....	11
Minimum Cast List With Bonus Scenes (16 Actors).....	13
Minimum Cast List With Bonus Scenes Removed (11 Actors).....	14
Characters In Each Scene.....	15
List Of Properties	17
Production Notes.....	19
Scene One: Prologue	28
Track 1: Music - Overture	28
Track 2: Song - Wonderful Wizard Time	28
Track 3: Music - Wonderful Wizard Time (Play-Off).....	30
Scene Two: Kansas - Dorothy's House	30
Track 4: Music - Dorothy's House.....	30
Track 5: Music - Dorothy And Toto Playing.....	31
Track 6: Song - Nothing Much Happens In Kansas	31
Track 7: SFX And Song - Twister To Oz	32
Scene Three: Oz - Munchkin Country	34
Track 8: Music - Munchkin Country	34
Bonus Scene: Curious Munchkins	35
Track 9: SFX & Music – Door To A New Land.....	36
Track 10: Music - Toto Stands Up	37
Track 11: Music - Munchkin Montage	37
Track 12: Song - Yellow Road	39
Track 13: Music - Yellow Road (Play-Off).....	40
Scene Four: The Wicked Witch Of The West's Laboratory	40
Track 14: Music - The Wicked Witch Of The West's Laboratory.....	40
Track 15: Music - Ominous Stings	42
Track 16: Song - Wicked Witch	44
Track 17: Music - Wicked Witch (Play-Off)	45
Scene Five: The Cornfield	45
Track 18: Music - The Cornfield.....	45
Bonus Scene: Conniving Crows.....	46
Track 19: Music - Conniving Crows	46
Track 20: Music And Songlet - Corn Theft	48
Track 21: Song - Scarecrow 2.0.....	50
Track 22: Music - Scarecrow 2.0 (Play-Off)	50

Scene Six:	The Yellow Road Next To The Forest.....	51
Track 23:	Music - The Yellow Road Next To The Forest	51
Bonus Scene:	The Technicians	51
Track 24:	Music - The Technicians	51
Track 25:	SFX - Leaves Rustling	53
Track 26:	SFX - Birds Singing.....	53
Track 27:	SFX - Watch Beeping	54
Track 28:	Music - The Technicians Exit	55
Track 29:	SFX - Tin Man Creaks	55
Track 30:	Song - Tin Man 2.0	56
Track 31:	Music - Tin Man 2.0 Play-Off	57
Scene Seven:	The Yellow Road Through The Forest.....	58
Track 32:	Music - The Yellow Road Through The Forest	58
Bonus Scene:	Animals In The Forest.....	58
Track 33:	Music - Animals In The Forest	58
Track 34:	Music - Tiptoeing 1.....	59
Track 35:	Music - Tiptoeing 2.....	60
Track 36:	Music - Tiptoeing 3.....	60
Track 37:	Music - Tiptoeing 4.....	60
Track 38:	Music - Scared Animals	61
Track 39:	Song - Lion 2.0	64
Track 40:	Music - Lion 2.0 (Play-Off)	65
Scene Eight:	Field In Front Of Emerald City	65
Track 41:	Music - Field In Front Of Emerald City	65
Scene Nine:	Emerald City Entrance	67
Track 42:	Music - Emerald City Entrance	67
Bonus Scene:	Emerald City Conversations	67
Track 43:	Song - Emerald City	70
Track 44:	Music - Emerald City (Play-Off)	71
Scene Ten:	The Wizard's Throne Room.....	72
Track 45:	Music - Approaching The Wizard's Throne Room.....	72
Track 46:	SFX & Music - Entering The Throne Room.....	72
Track 47:	SFX & Music - The Wizard Speaks.....	72
Scene Eleven:	The Wilderness In The West/The Witch's Laboratory.....	75
Track 48:	Music - The Wilderness In The West	75
Track 49:	SFX & Music - Crows.....	75
Track 50:	SFX & Music - Bees.....	76
Track 51:	SFX & Music - Winged Monkeys.....	77
Scene Twelve:	The Witch's Laboratory	78

Track 52:	Songlet - Wicked Witch (Reprise)	78
Track 53:	SFX & Music - Friends To The Rescue.....	79
Track 54:	Music - The Witch Discovers The Companions	80
Track 55:	SFX & Music - The Witch Closes In	80
Track 56:	SFX & Music - Roaring And Dissolving.....	81
Scene Thirteen:	The Wizard's Throne Room	82
Track 57:	Music & SFX - Back In The Wizard's Throne Room	82
Track 58:	SFX - Lion Roars At Wizard	82
Track 59:	SFX & Recorded Dialogue - Wizard Malfunctions.....	82
Track 60:	SFX & Music - Glinda Enters	84
Track 61:	Song - Inner Wizard	85
Track 62:	Music - Needing The Journey	86
Scene Fourteen:	Emerald City Centre	87
Track 63:	Music - Time To Celebrate.....	87
Track 64:	Song - Without Wickedness	87
Track 65:	Song - Return To Kansas	89
Scene Fifteen:	Kansas - A Prairie.....	90
Track 66:	Music & SFX - A Prairie	90
Track 67:	Song - Everything's Perfect In Kansas	91
Track 68:	Song - Everyone Matters	91
Track 69:	Song - Without Wickedness (Curtain Calls)	92
Track 70:	Song - Wonderful Wizard Time (Final Play-Off)	93
Photocopiable Lyrics		94

CAST LIST

N.B. In the following list, the bracketed number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Storytellers

Baum (Reading) (34)
Frank (Reading) (39)
Lyman (Reading) (41)

Kansas

*Dorothy (35)
*Toto (35)
Aunt Em (1)
Uncle Henry (3)

Companions

*Scarecrow (30)
*Tin Man (19)
*Lion (31)

Good Ozzians

Glinda (10)
*Gladys (11)
*Oz (14)

Munchkins

Bick (9)
Arlo (3)
Brio (2)
Bex (1)
Cato (1)
Dara (1)
Enzo (1)
Fren (1)
Gale (1)
Halo (1)
Isen (1)

Munchkins Cont'd

Kest (1)
Luma (1)
Pax (1)
Qira (1)
Rune (1)
Syl (1)
Tavi (1)
Uri (1)
Vesper (1)
Wex (1)
Xara (1)
Yori (1)
Zane (1)
Aeri (1)
Del (1)
Miren (1)
Nyx (1)
Orin (1)

Guardians

Head Guardian (3)
Guardian 1 (6)
Guardian 2 (4)
Guardian 3 (6)
Guardian 4 (5)
Guardian 5 (1)
Guardian 6 (1)
Guardian 7 (1)
Guardian 8 (1)
Guardian 9 (1)
Guardian 10 (1)
Guardian 11 (2)
Guardian 12 (1)

Main Villain

Witch (35)

Villain Monkeys

Snare (Committee) (2)
Vex (Committee) (1)
Kex (Committee) (1)
Nox (Committee) (1)
Hex (Committee) (1)
Tarn (Committee) (1)
Zed (Committee) (1)
Vorn (Scattered) (1)
Lux (Scattered) (1)
Brox (Scattered) (1)
Rook (Scattered) (1)
Jynx (Scattered) (1)
Fenn (Scattered) (1)
Zirk (Scattered) (1)
Kord (Scattered) (1)
Nyxy (Scattered) (1)

Villain Crows

Cheryl (3)
Russell (3)
Caw-Loseum (2)
Caw-Glamari (1)
Caw-Pone (1)
Caw-Lone (1)
Caw-Rano (1)
Caw-Sino (1)
Caw-Maró (1)
Caw-Vino (1)
Caw-Lino (1)

Villain Crows Cont'd

Caw-Rini	(1)
Caw-Bano	(1)
Caw-Nelli	(1)
Caw-Lazzo	(1)
Caw-Nero	(1)
Caw-Tello	(1)
Caw-Sano	(1)
Caw-Rossi	(1)
Caw-Dini	(1)
Caw-Fetti	(1)
Caw-Tini	(1)
Caw-Velli	(1)
Caw-Monty	(1)
Caw-Ricci	(1)
Caw-Bello	(1)
Caw-Vette	(1)
Caw-Piano	(1)

Paper Sellers

Paper Seller 1	(1)
Paper Seller 2	(1)
Paper Seller 3	(1)
Paper Seller 4	(1)
Paper Seller 5	(1)
Paper Seller 6	(1)
Paper Seller 7	(1)
Paper Seller 8	(1)
Paper Seller 9	(1)
Paper Seller 10	(1)

Stall Holders

Stall Holder 1	(1)
Stall Holder 2	(1)
Stall Holder 3	(1)
Stall Holder 4	(1)

Technicians

Jamie	(8)
Sam	(3)
Morgan	(3)
Alex	(2)
Casey	(2)
Taylor	(2)
Riley	(2)
Jordan	(2)
Parker	(2)
Micah	(1)
Sage	(1)
Lane	(1)
Remy	(1)
Arlos	(1)
Jules	(1)
Robin	(1)
Emery	(1)
Indy	(1)
Ellis	(1)
Devon	(1)
Finn	(1)
Rowan	(1)
Harper	(1)
Blake	(1)
Quinn	(1)
Jess	(1)
Avery	(1)
Kai	(1)
Lex	(1)
Noah	(1)
Reese	(1)

Forest Creatures

Mr Squirrel	(2)
Mrs Squirrel	(1)
Mrs Rabbit	(1)
Mr Rabbit	(1)
Girl Rabbit	(1)
Boy Rabbit	(1)
Mr Deer	(1)
Mrs Deer	(1)
Wildcat	(1)
Mrs Owl	(1)
Mr Owl	(1)
Girl Owl	(1)
Boy Owl	(1)
Chicken	(1)
Mr Raccoon	(1)
Mrs Raccoon	(1)
Fox	(1)
Mr Badger	(1)
Mrs Badger	(1)
Hedgehog	(1)
Mrs Ferret	(1)
Mr Ferret	(1)
Otter	(1)
Mrs Stoat	(1)
Mr Stoat	(1)
Mrs Martin	(1)
Mr Martin	(1)
Mule	(1)
Goat	(1)
Mrs Horse	(1)
Mr Horse	(1)

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

FULL CAST LIST BY NUMBER OF LINES

N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Lyman (Reading)	41
Frank (Reading).....	39
Witch.....	35
Baum (Reading)	34
*Toto	35
*Dorothy.....	35
*Lion	31
*Scarecrow	30
*Tin Man	19
*Oz	14
Glinda	10
Bick.....	9
*Gladys.....	11
Jamie	8
Guardian 3.....	6
Guardian 1	6
Guardian 2.....	4
Guardian 4.....	5
Head Guardian	3
Uncle Henry.....	3
Arlo	3
Cheryl	3
Russell.....	3
Sam	3
Morgan	3
Guardian 11	3
Brio	2
Snare.....	2
Alex	2
Casey	2
Taylor.....	2
Caw-Loseum	2
Jordan.....	2
Riley.....	2
Parker.....	2

Aunt Em.....	1
Bex	1
Cato.....	1
Dara.....	1
Enzo	1
Fren	1
Gale.....	1
Halo	1
Isen.....	1
Kest	1
Luma.....	1
Pax	1
Qira.....	1
Rune.....	1
Syl	1
Tavi	1
Uri.....	1
Vesper	1
Wex	1
Xara	1
Yori	1
Zane	1
Aeri	1
Del	1
Miren.....	1
Nyx	1
Orin.....	1
Guardian 5.....	1
Guardian 6.....	1
Guardian 7.....	1
Guardian 8.....	1
Guardian 9.....	1
Guardian 10.....	1
Guardian 12.....	1
Vex	1
Kex	1
Vorn	1
Lux.....	1
Brox	1

Nox	1
Hex	1
Rook	1
Jynx	1
Fenn	1
Zirk	1
Kord	1
Nyxy.....	1
Tarn	1
Zed	1
Caw-Glamari.....	1
Caw-Pone.....	1
Caw-Lone	1
Caw-Rano.....	1
Caw-Sino	1
Caw-Maró	1
Caw-Vino	1
Caw-Lino	1
Caw-Rini	1
Caw-Bano.....	1
Caw-Nelli	1
Caw-Lazzo.....	1
Caw-Nero	1
Caw-Tello.....	1
Caw-Sano.....	1
Caw-Rossi	1
Caw-Dini	1
Caw-Fetti	1
Caw-Tini	1
Caw-Velli.....	1
Caw-Monty	1
Caw-Ricci	1
Caw-Bello	1
Caw-Vette	1
Caw-Piano	1
Paper Seller 1	1
Paper Seller 2.....	1
Paper Seller 3.....	1
Paper Seller 4.....	1

Paper Seller 5.....	1
Paper Seller 6.....	1
Paper Seller 7.....	1
Paper Seller 8.....	1
Paper Seller 9.....	1
Paper Seller 10.....	1
Stall Holder 1.....	1
Stall Holder 2.....	1
Stall Holder 3.....	1
Stall Holder 4.....	1
Micah.....	1
Sage.....	1
Lane.....	1
Remy.....	1
Arlos.....	1
Jules.....	1
Robin.....	1
Emery.....	1
Indy.....	1
Ellis.....	1
Devon.....	1
Finn.....	1
Rowan.....	1
Harper.....	1
Blake.....	1
Quinn.....	1
Jess.....	1
Avery.....	1
Kai.....	1
Lex.....	1
Noah.....	1
Reese.....	1
Mrs Rabbit.....	1
Mr Rabbit.....	1
Girl Rabbit.....	1
Boy Rabbit.....	1
Mr Deer.....	1
Mrs Deer.....	1
Wildcat.....	1

Mrs Owl	1
Mr Owl	1
Girl Owl.....	1
Boy Owl	1
Mr Squirrel	1
Mrs Squirrel	1
Chicken.....	1
Mr Raccoon	1
Mrs Raccoon	1
Fox	1
Mr Badger.....	1
Mrs Badger	1
Hedgehog.....	1
Mrs Ferret.....	1
Mr Ferret.....	1
Otter.....	1
Mrs Stoat	1
Mr Stoat	1
Mrs Martin.....	1
Mr Martin	1
Mule.....	1
Goat.....	1
Mrs Horse	1
Mr Horse.....	1

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

CAST LIST WITH BONUS SCENES REMOVED

N.B. In the following list, the number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Lyman (Reading)	41
Frank (Reading).....	39
Witch.....	35
*Dorothy.....	35
*Toto	35
Baum (Reading)	34
*Lion	26
*Scarecrow	23
*Tin Man	19
*Oz	14
*Gladys.....	11
Glinda	9
Guardian 4.....	5
Guardian 1.....	5
Guardian 3.....	4
Uncle Henry.....	3
Guardian 2.....	3
Head Guardian	2
Bick.....	2
Snare	2
Arlo	1
Aunt Em.....	1
Vex	1
Kex	1
Vorn	1
Lux.....	1
Brox	1
Nox	1
Hex	1
Rook	1
Jynx	1
Fenn	1
Zirk	1
Kord	1

Nyxy.....	1
Tarn	1
Zed	1
Paper Seller 1	1
Paper Seller 2.....	1
Stall Holder 1	1
Stall Holder 2	1
Stall Holder 3	1
Stall Holder 4	1

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Citizens, Minion Monkeys and Munchkins will be required.

MINIMUM CAST LIST WITH BONUS SCENES (16 ACTORS)

N.B. In the following list, the number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Character	Also Plays	Number of Combined Lines
Lyman (Reading)	Frank & Baum (Reading)	114
Witch.....	*Gladys, Glinda & Aunt Em.....	57
*Lion		31
*Toto		35
*Dorothy.....		35
*Scarecrow		30
*Tin Man		19
*Oz	Uncle Henry	17

To keep things really simple, the following characters could be played by eight different actors, simply by dividing the lines in each of their respective scenes equally between them. For example: -

- 4 actors play multiple Munchkins, Crows, Forest Animals and Bees
- 4 actors play multiple Villain Monkeys, Technicians and Guardians.

See below for the best suggestions on how to achieve this: -

Actor 1	Arlo Munchkin, Russell Crow, Rabbit & Bee 1	22
Actor 2	Bex Munchkin, Cheryl Crow, Deer & Bee 2.....	19
Actor 3	Cato Munchkin, Caw-Loseum, Wildcat & Bee 3.....	18
Actor 4	Bick Munchkin, Caw-Glamari, Owl & Bee 4	18
Actor 5	Snare Monkey, Jamie Technician & Guardian 1	20
Actor 6	Vex Monkey, Alex Technician & Guardian 2	17
Actor 7	Kex Monkey, Sam Technician & Guardian 3.....	17
Actor 8	Vorn Monkey, Jordan Technician & Guardian 4.....	13

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

MINIMUM CAST LIST WITH BONUS SCENES REMOVED (11 ACTORS)

N.B. In the following list, the number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Character	Also Plays	Number of Combined Lines
Lyman.....	Frank & Baum (Reading).....	114
Witch.....	*Gladys, Glinda & Aunt Em	57
*Toto		35
*Dorothy.....		35
*Oz	Uncle Henry, Vex, Vorn, Brox, Nox, Rook, Jynx, Zirk, Tarn & Snare	27
*Lion		26
*Scarecrow	Vesper & Del	25
*Tin Man		19
Bick.....	Head Guardian, Guardian 1, Guardian 2 & Russell.....	14
Arlo	Bex, Guardian 3, Guardian 4 & Queen Bee	11
Kex	Lux, Hex, Fenn, Kord & Zed.....	7

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

CHARACTERS IN EACH SCENE**Scene One**

Lyman
 Frank
 Baum
 Dororthy
 Toto
 Uncle Henry
 Aunt Em
 Scarecrow
 Tin Man
 Lion
 Witch
 Oz
 Gladys
 Glinda
 Chorus for Song

Scene Two

Lyman
 Frank
 Baum
 Dorothy
 Toto
 Aunt Em
 Uncle Henry
 Choir for Song

Scene Three

Lyman
 Frank
 Baum
 Munchkins

Bonus Scene One

Munchkins

Scene Three Contd.

Dorothy
 Toto
 Gladys
 Chorus for Song

Scene Four

Witch
 Monkeys
 Lyman
 Frank
 Baum
 Chorus for Song

Scene Five

Scarecrow
 Lyman
 Frank
 Baum

Bonus Scene Two

Crows

Scene Five Contd.

Dorothy
 Toto

Scene Six

Tin Man
 Lyman
 Frank
 Baum

Bonus Scene Three

Technicians

Scene Six Contd.

Dorothy
 Toto
 Scarecrow

Scene Seven

Lyman
 Frank
 Baum

Bonus Scene Four

Lion
 Forest Animals

Scene Seven Contd.

Dorothy
 Toto
 Scarecrow
 Tin Man

Scene Eight

Dorothy
 Toto
 Scarecrow
 Tin Man
 Lion
 Lyman
 Frank
 Baum

Scene Nine

Guardians
 Stall Holders
 Newspaper Sellers
 Citizens

Bonus Scene Five

Guardians
Stall Holders
Newspaper Sellers
Citizens

Scene Nine Contd.

Dorothy
Toto
Scarecrow
Tin Man
Lion
Chorus for Song

Scene Ten

Lyman
Frank
Baum
Dorothy
Toto
Scarecrow
Tin Man
Lion
Wizard (Recorded Voice)

Scene Eleven

Dorothy
Toto
Scarecrow
Tin Man
Lion
Lyman
Frank
Baum
Witch
Russell
Crows
Queen Bee
Bees
Vex
Monkeys

Scene Twelve

Witch
Dorothy
Monkeys
Chorus for Song
Lyman
Frank
Baum
Toto
Scarecrow
Tin Man
Lion

Scene Thirteen

Oz
Dorothy
Toto
Scarecrow
Tin Man
Lion
Wizard (Recorded Voice)
Glinda
Chorus for Song
Guardians (Dance)

Scene Fourteen

Lyman
Frank
Baum
Dorothy
Toto
Scarecrow
Tin Man
Lion
Glinda
Citizens
Soloists 1-6
Chorus for Song

Scene Fifteen

Dorothy
Toto
Aunt Em
Uncle Henry
Lyman
Frank
Baum
Chorus for Song
Entire Principal Cast
Remaining Cast

LIST OF PROPERTIES

Scene One

No Properties Required

Scene Two

Kitchen Table..... Stage Prop
 Feather Duster..... Placed on Table
 Photo of Dorothy and Toto..... Placed on Table
 Large Sheets of Stiff CardStage Technicians
 Tumble WeedStage Technicians
 Fog Machine or Aerosol (If available) Stage Prop

Scene Three and Bonus Scene

Raised Porch Stage Prop
 Witch's Legs Wearing Silver Boots..... Stage Prop
 Rucksack Containing SuppliesBrio

Scene Four

Table with Test Tubes and Potions in Flasks Stage Prop
 Table with Scattered Books Stage Prop
 Cauldron Stage Prop
 Telescope Witch
 Whistle..... Witch

Scene Five and Bonus Scene

Wooden Post..... Stage Prop
 Corn Stems..... Stage Prop
 Oversized Binoculars (Bonus Scene Only)..... Caw-Burette

Scene Six and Bonus Scene

Small Oil Can with Rag on Top..... Stage Prop
 Clipboards and Pencils (Bonus Scene Only).....Jamie and Supervisors
 Stage Mic (Bonus Scene Only)..... Casey
 Watch (Bonus Scene Only)Avery

Scene Seven and Bonus Scene

No Properties Required

Scene Eight

No Properties Required

Scene Nine and Bonus Scene

Inspection Table	Stage Prop
Markets Stalls	Stage Props
Newspapers.....	Newspaper Sellers
Large Poster of a Green Sports Car (Bonus Scene Only)	Stall Holder 1
Green Clothes on Hangers (Bonus Scene Only)	Stall Holder 2
Oversized Glasses with Green Lenses (Bonus Scene Only).....	Stall Holder 3
Large Bucket of Green Popcorn (Bonus Scene Only)	Stall Holder 4
Binoculars (Bonus Scene Only).....	Guardian 11
Loose Items/Belongings	Companions

Scene Ten

Folding Screen	Stage Prop
Giant Wizard Head (If not using Digital Backdrops).....	Stage Prop

Scene Eleven

Telescope	Witch
Whistle.....	Witch

Scene Twelve

Table with Test Tubes and Potions in Flasks	Stage Prop
Telescope	Placed on Table
Large Pair of Fake Scissors.....	Placed on Table
Large Rope.....	Monkeys
Chair.....	Monkeys
Large Flask Labelled 'Organic Dissolution Solution'	Witch

Scene Thirteen

Folding Screen	Stage Prop
Giant Wizard Head (If not using Digital Backdrops).....	Stage Prop
Telescope	Dorothy
Large Remote Control Hanging from Neck Strap	Oz

Scene Fourteen

Old Shoes.....	Dorothy
----------------	---------

Scene Fifteen

No Properties Required

SCENE ONE:**PROLOGUE**

(In this scene, we get a glimpse of the characters and fun to come through the song 'Wonderful Wizard Time'. This can be staged any way you like, but we have included some suggestions for entrance timings and positions.)

(Dim house lights and blackout.)

TRACK 1:**MUSIC - OVERTURE**

(Backdrop 01: Title Backdrop. Lights up. Enter choir offstage.)

(We suggest placing your choir in a separate area to the stage where they are still visible to the audience. It can be helpful to use cast members who are not in the current scene to boost choir numbers.)

(Music ends or is faded out.)

TRACK 2:**SONG - WONDERFUL WIZARD TIME**

(Enter Storytellers Lyman, Frank and Baum. They stand downstage centre. From the next scene until the end, the Storytellers can have scripts disguised as copies of 'The Wonderful Wizard of Oz', so they can read their lines without having to memorise them.)

LYMAN: Howdy friends from your storytellers, Lyman...

FRANK: ...Frank...

BAUM: ...and Baum. One and the same, divided three ways.

LYMAN: We grew up in the state of New York, but our work would take us west to Illinois...

FRANK: ...where, in between newspaper reporting, we wrote about a girl from Kansas...

BAUM: ...and her adventures in the magical land of Oz.

ALL: WELCOME TO A REIMAGINING,
EXPLORATION OF THE MAGIC IN,
TIMELESS TALES OF DISCOVERY.

(Dorothy strolls onstage in time with the music and stands downstage to one side.)

STARTING WITH A YOUNG DOROTHY,
A KINDLY CHILD, IF A LITTLE WILD.

(Dorothy waves at the audience.)

LYMAN: *(Jumping forward and shouting.)* Lyman!

FRANK: *(Jumping forward and shouting.)* Frank!

BAUM: *(Jumping forward and shouting.)* And Baum!

ALL: YOUR PALS IN THIS JOURNEY UP AND DOWN,
AND ROUND IN A WHIRLWIND OF A RIDE
IN YOUR MIND.
LEAVING EVERYTHING ELSE BEHIND,
FOR JUST A SPELL.

(Enter Main Characters, strolling in time with the music.)

WITH A SHOW AND TELL,
WE'LL HAVE OURSELVES...
...A WONDERFUL WIZARD TIME,
SO FAR BEYOND OUR WILDEST DREAMS,
A WONDERFUL WIZARD TIME,
SO FAR BEYOND OUR DISBELIEF,
A WONDERFUL WIZARD TIME,
THE GREATEST FLING THAT EVER WAS,
A WONDERFUL WIZARD TIME,
ADVENTURING TODAY IN OZ.

(Enter remaining characters.)

GOING PLACES THAT
YOU NEVER WENT BEFORE,
BRAVELY STEPPING IN
AND THROWING CAUTION TO THE WIND,
SO, COMPASSION CAN BEGIN TO GROW IN YOU.

(The cast perform a short dance during the guitar solo.)

WITH A SHOW AND TELL,
WE'LL HAVE OURSELVES...
...A WONDERFUL WIZARD TIME,
SO FAR BEYOND OUR WILDEST DREAMS,
A WONDERFUL WIZARD TIME,
SO FAR BEYOND OUR DISBELIEF,
A WONDERFUL WIZARD TIME,
THE GREATEST FLING THAT EVER WAS,
A WONDERFUL WIZARD TIME,
ADVENTURING TODAY

...IN A WONDERFUL WIZARD TIME,
SO FAR BEYOND OUR WILDEST DREAMS,
A WONDERFUL WIZARD TIME,
SO FAR BEYOND OUR DISBELIEF,
A WONDERFUL WIZARD TIME,
THE GREATEST FLING THAT EVER WAS,
A WONDERFUL WIZARD TIME,
ADVENTURING TODAY IN OZ,
IN A WONDERFUL WIZARD TIME!

TRACK 3: **MUSIC - WONDERFUL WIZARD TIME (PLAY-OFF)**

(Blackout. Everyone exits.)

SCENE TWO: **KANSAS - DOROTHY'S HOUSE**

TRACK 4: **MUSIC - DOROTHY'S HOUSE**

(Backdrop 02: Dorothy's House.)

(Place scenery and stage props: kitchen table with a feather duster and photo of Dorothy and Toto on it.)

(Lights up.)

(Enter Storytellers. Storytellers carry large copies of 'The Wonderful Wizard Of Oz' novel, which can actually contain their lines. They stand downstage to one side.)

LYMAN: Dorothy Gale lived on a farm in the midst of the great Kansas prairies with her Uncle Henry and Aunt Em.

(Enter Uncle Henry and Aunt Em. Uncle Henry and Aunt Em busy themselves around the house in the background.)

FRANK: Their house was small with an underground storm cellar.

BAUM: This time of year, almost everything was scorched grey by the sun - the grass, the house, even Uncle Henry and Aunt Em!

(Music ends.)

LYMAN: Dorothy, however, *wasn't* grey, and neither was her dog, Toto.

TRACK 5: **MUSIC - DOROTHY AND TOTO PLAYING**

(Enter Dorothy and Toto, skipping and playing. When Toto is in Kansas, he adopts a 'normal' dog-like posture and behaviour, not speaking. Later, when in Oz, he becomes anthropomorphic in that he speaks and behaves more like a human.)

(Storytellers exit.)

(Music ends.)

AUNT EM: Dorothy Gale! You still haven't done your chores!

DOROTHY: *(Sighs. Speaks to Toto.)* That's all we do around here. Chores, chores, chores, every day... A girl needs adventure, but nothing much happens in Kansas.

TRACK 6: **SONG - NOTHING MUCH HAPPENS IN KANSAS**

(This song can be removed for pacing, or, if the actress playing Dorothy is not a solo singer.)

(During the song, Dorothy takes the feather duster from the kitchen table and begins dusting it.)

DOROTHY: NOTHING MUCH HAPPENS IN KANSAS,
NOTHING MUCH HAPPENS TO ME.

(She spots the photo of her and Toto on the kitchen table. She picks it up to dust underneath it.)

I SEE AN OLD PHOTO,
OF ME AND MY TOTO,
THE SAME BORING DRESS,

(She twirls to show off her dress. She puts the photo back on the table and gestures towards Toto.)

HIS HAIR'S STILL A MESS.

(Spoken.) Sorry Toto! *(Rubs Toto's head affectionately.)* I guess.

NOTHING MUCH HAPPENS TO A GIRL LIKE ME.

(Spoken as she continues dusting.) I could be...

A FAMOUS EXPLORER WHO GOES
TO THE NORTH AND SOUTH POLES,
A SCIENTIST WHO FINDS
THE CURE FOR THE COMMON COLD.

(She playfully dusts Toto's nose, which makes him sneeze.)

DOROTHY: *(Spoken.)* Bless you!

A VOYAGER IN SPACE WHO TRAVELS AMONG THE STARS,
THAT WOULD REALLY BE SOMETHING,
SET MY HEART THUMPING,
SET MY MIND RACING,
...BE AMAZING.

(Spoken sadly.) But no!

NOTHING MUCH HAPPENS IN KANSAS,
NOTHING MUCH HAPPENS TO ME,
LIFE ON THE FARM,
IT'S SAFE AND IT'S CALM.

(Spoken.) Sure, can't come to no harm. I know...

THAT'S A DOUBLE NEGATIVE,
I SHOULD BE MORE POSITIVE,
SHOULDN'T BE INQUISITIVE,
'BOUT THE LIFE I LIVE.

NOTHING MUCH HAPPENS IN KANSAS,
NOTHING MUCH HAPPENS TO ME,
I WILL NEVER SEE BEYOND THE GREY OF THIS SCENE,
I WILL NEVER SEE THE DEEPEST BLUE, RED OR GREEN,
'CAUSE NOTHING MUCH HAPPENS TO A GIRL, LIKE ME.

(Sighs and places the duster back onto the table.)

TRACK 7: **SFX AND SONG - TWISTER TO OZ**

(SFX on track - distant thunderclap and gathering wind. Uncle Henry moves to downstage centre and looks out across the audience.)

(Music on track begins.)

UNCLE HENRY: *(Gasps.)* Looks like a twister, a big one! *(To Dorothy and Aunt Em.)*
You both know the drill. Em, let's secure the livestock. Dorothy, take
Toto to the cellar. We'll be with you in two minutes. Let's go!

*(Aunt Em and Uncle Henry hurriedly exit. SFX on track - thunderclap; intensifying
wind; Toto whining. Toto, startled by the noise, hides under the kitchen table.)*

DOROTHY: Toto! No! The cellar! Come on! Ugh!

*(She pulls Toto out from under the table by his paw and leads him to downstage
centre. Dorothy and Toto look out across the audience at the approaching cyclone,
grasping each other in terror.)*

CHOIR: SOMETHING ODD'S OCCURRING,
SOMETHING UNNATURAL,
SOMETHING ODD'S OCCURRING,
SOMETHING UNNATURAL'S HERE.

*(The cyclone engulfs the house. This effect could be achieved with some technicians
wafting large sheets of stiff card towards Dorothy and Toto, so their hair blows
about. Another technician could also throw some light tumbleweed across the stage.
Use of a stage fog machine or stage fog aerosol may also look good.)*

CHOIR: SEEING THE TWISTER COME THEIR WAY,
SUDDENLY FROM OUT OF THE GREY,
DOROTHY AND TOTO EMBRACE,
POWERLESS AS THEIR HOME IS RAISED.

*(Dorothy and Toto begin to be pulled apart by the wind. They hold hands (paws!) at
arm's length and begin to spin in slow motion.)*

CHOIR: UP INTO THE SKY, UP SO VERY HIGH,
AND SO, OFF THEY FLY.

(Fade to blackout.)

*(Dorothy and Toto exit. The following scenery change is carried out in darkness, so
the new scenery is ready to be revealed when the lights go up in the next scene.
Remove scenery and stage props: kitchen table, feather duster and photo. Place
scenery downstage one side: raised porch and Witch's legs wearing silver boots.)*

CHOIR: LEAVING THE LIFE YOU KNOW BEHIND,
CROSSING THE DESERT OF YOUR MIND,
TO A PLACE WHERE YOU CAN MAKE BELIEVE,
WHERE IMAGINATION CAN RUN FREE.

THE DREAMLAND OF OZ,
THE DREAMLAND OF OZ,
THE DREAMLAND OF OZ.

(SFX on track – the house falls to the ground and lands heavily.)

SCENE THREE: **OZ - MUNCHKIN COUNTRY**

TRACK 8: **MUSIC - MUNCHKIN COUNTRY**

(Backdrop 03: Munchkin Country – House Landing Site.)

(The scenery for this scene should be placed during the blackout at the end of the previous scene. Scenery already placed: raised porch and Witch's legs wearing silver boots - downstage to one side.)

(Lights up.)

(Enter Storytellers. They stand opposite the porch.)

LYMAN: Despite its ferociousness, the twister landed the house intact, in a place of marvellous beauty.

FRANK: It was certainly more colourful than Kansas.

BAUM: All around were patches of vivid, green grass, banks of gorgeous flowers, and rows of tall trees bearing rich and luscious fruits.

LYMAN: A small brook flowed beneath a vivid, yellow sun.

FRANK: In the house, Dorothy and Toto picked themselves up off the floor.

BAUM: Before they had time to think, they heard footsteps approaching outside.

(Storytellers exit. Enter Munchkins. They stand downstage centre, talking inaudibly amongst themselves, and pointing with curiosity at the house. Music ends or is faded out.)

(Bonus scenes like the one that follows do not affect the plot and can be removed, if necessary, to save time and reduce cast size.)

BONUS SCENE:**CURIOUS MUNCHKINS**

ARLO: Well, I never!
BEX: Would you look at that!
CATO: It's so big.
DARA: So grey.
ENZO: Like someone forgot to colour it in!
FREN: Is it a... house?
GALE: That's a *big* house.
HALO: What's it doing so close to the Town Hall?
ISEN: The Witch won't be happy.
KEST: Whoever owns that thing is in *big* trouble when *she* finds out!
LUMA: I don't want to be here when she does.
MIREN: Me neither!
NYX: If anyone asks, I wasn't here, okay?
ORIN: Nor me! Ignorance is bliss!
PAX: Let's get out of here!
QIRA: (*Pointing to Witch's legs.*) Wait... are those legs?

(*Munchkins gasp.*)

RUNE: The Witch is dropping houses on Munchkins!
SYL: She must be *really* angry!
TAVI: Look out above. It could be us next!

(*Munchkins look up.*)

ALL MUNCHKINS: Argh!
URIA: Hang on. They're too long to be Munchkin legs.
VESPER: And those boots... I recognise them.
WEX: Those are the *Silver Boots*. Which means they can only be the *Witch's* legs!
XARA: And that would mean (*Pauses to think.*) that the Witch is no more!

(*Munchkins ponder this for a few seconds.*)

YORI: We're saved!
ALL MUNCHKINS: We're saved!
ZANE: Whoever owns that house must be *very* powerful.

AERI: What if it's the *other* Wicked Witch?
BRIO: Wicked Witches don't drop houses on each other. They're supposedly allies. No... whoever dropped that house is a friend to us Munchkins, even if their taste in decor is a little... bland.
DEL: Do you think there's anyone inside?
BICK: We could try knocking, I suppose.

(Everyone looks at Bick.)

BICK: What? You want me to do it?
ARLO: Well, Bick, you were the Mayor before the Witch took over.
BICK: *(Getting flustered.)* B... but there needs to be an official vote and –
ARLO: *(Interrupting loudly.)* All those in favour of reinstating Bick as Mayor of Munchkin Country, say "Aye!"
ALL MUNCHKINS
(EXCEPT BICK): Aye!
BICK: *(Sighs worriedly.)* Oh dear!

(Bonus Scene ends.)

(Bick nervously approaches the porch.)

TRACK 9: **SFX & MUSIC - DOOR TO A NEW LAND**

(SFX on track - front door opening. Munchkins jump and whimper with fright, huddle together and crouch.)

MUNCHKINS: Ah!

(Enter Dorothy and Toto from the porch side of the stage. They stand blinking in the sunlight. Toto still adopts a dog-like posture until after he speaks his first line.)

DOROTHY: *(Spotting Munchkins.)* Hello?

(Munchkins nervously stand up.)

BICK: H... hello. Are you a w... witch?
DOROTHY: What? No! Why would you think that?
BICK: W... well, you brought that house down upon the Wicked Witch of the East.

DOROTHY: I did?
ARLO: You must be *very* powerful.
DOROTHY: No, I'm just a girl.
VESPER: Now, now, don't be modest. You saved us. You and your furry companion.
BICK: I'm Bick. And I was... am the Mayor of Munchkin Country.
DOROTHY: Munchkin Country?
BICK: Yes, this is Munchkin Country in the Land of Oz... but I assume you already know that. (*Laughing nervously.*) May I ask, what are your names?

(Music ends or is faded out.)

DOROTHY: I... I'm Dorothy... and (*Gesturing to Toto.*)
TOTO: (*Suddenly speaking.*) And I'm Toto!

TRACK 10: **MUSIC - TOTO STANDS UP**

(To his own surprise, Toto suddenly stands upright on two feet.)

TOTO: Yes... Toto, yes, that's my name!
DOROTHY: (*Gasps.*) Toto, you can talk!
TOTO: Well, yes! (*Looking in amazement at his upright body.*) And stand on two legs... wow!

(Music ends.)

BEX: Why are you so amazed?
TOTO: Well, animals don't talk where we come from.
DEL: And... where *do* you come from?
DOROTHY: Kansas.
MUNCHKINS: Kansas?

TRACK 11: **MUSIC - MUNCHKIN MONTAGE**

(Enter Storytellers. Dorothy, Toto and Munchkins mime a discussion while Storytellers read.)

LYMAN: This was all very new for everyone, but eventually further introductions and explanations were made.

FRANK: Talking animals were perfectly normal in Oz.

BAUM: Dorothy was, of course, horrified to discover that her house had... well... landed on someone, but the Munchkins assured her that that someone got what they deserved.

LYMAN: And now they had unwittingly liberated an entire country, Dorothy and Toto were heroes.

FRANK: As nice as this was, they were worried about Aunt Em and Uncle Henry and wanted to get back to Kansas. The Munchkins didn't know where that was, but fortunately, with the Witch deposed, an old friend of theirs was now free to return... and she knew all about long-distance travel.

(Enter Gladys. Music ends or is faded out.)

BAUM: Gladys, the Good Fairy of the Northern Realm, came at once, and she had some advice for the new arrivals.

(Storytellers exit. Gladys speaks in a dreamy voice.)

GLADYS: Seek the Wonderful Wizard of Oz in the Emerald City.

DOROTHY: But we don't know where that is.

GLADYS: Take the Yellow Road and it will lead you there.

TOTO: And how do we travel on this Yellow Road? Can we catch a bus, hire a car?

GLADYS: You need only walk.

DOROTHY: But, I don't really have the right footwear for a long walk.

GLADYS: Ah, but you will. *(Pointing at the Silver Boots.)* The Silver Boots belong to you now. They will aid and protect you on your journey.

TOTO: Hmm... wearing a deposed Wicked Witch's boots... is it just me, or does that sound a bit weird?

GLADYS: They are *magic* boots and are far better suited to someone who will use them for good.

TOTO: Why can't *you* take us?

GLADYS: I must remain here to aid the recovery of Munchkin Country, and the journey to the Emerald City is one you must make unsupervised.

DOROTHY: But children aren't allowed to go *anywhere* unsupervised, are they?

GLADYS: They are in Oz. And besides, you will make new friends to accompany you on the way.

(Gladys nods at Brio and Bick. Brio retrieves a rucksack of supplies from offstage and hands it to Dorothy. Bick removes the Silver Boots from Witch's feet.)

BRIO: Here's some food and drink for the journey.

(Bick hands the Silver Boots to Dorothy.)

BICK: Be safe, dear child.

TOTO: *(Standing with his arms folded.)* We'd be safer if someone was looking after us!

GLADYS: The Silver Boots will keep you safe, provided you don't go looking for trouble. The Yellow Road will lead the way.

TRACK 12: **SONG - YELLOW ROAD**

(At a gesture from Gladys, Toto places the Silver Boots on Dorothy's feet.)

ALL: *(Chanted.)* THE YELLOW ROAD WILL LEAD THE WAY!
ON THAT ROAD YOU NEED TO STAY!
NEVER BEING LED ASTRAY!

WHEN YOU'RE LOOKING FOR DIRECTION,
WHEN YOU SEEK YOUR DESTINY,
GO ON WITH THE BEST INTENTION,
AND YOU'LL SOON BE HOME AND FREE.

AT TIMES THE PATH MAYBE TOUGH,
WHERE MOUNTAINS RISE UP,
AND VALLEYS RUN DEEP,
STILL WITHOUT TURNING BACK,
KEEP ON BEATING THE TRACK,
NO MATTER HOW STEEP IT SEEMS.

FINDING FELLOWSHIP IN TRAVEL,
TO ACCOMPANY YOUR DAY,
MAKING MYSTERIES UNRAVEL,
CHASING ANY FEARS AWAY.

THERE, SIDE BY SIDE TO THE END,
EACH COMPANION A FRIEND,
WITH WHO YOU BELONG,
THROUGH THE STORM AND THE CALM,
YOU'RE PROTECTED FROM HARM,
IF YOU KEEP ALONG THE PATH,
YOU'LL MAKE IT THERE.

YOU CAN MAKE IT ANYWHERE,
MAKING FRIENDS WHO'LL ALWAYS CARE,

(Chanted.) FRIENDS OF STRAW AND TIN AND HAIR.
THE YELLOW ROAD WILL LEAD THE WAY!
ON THAT ROAD YOU NEED TO STAY!
NEVER BEING LED ASTRAY!

(The following lines can be reassigned to the choir if Gladys isn't a confident solo singer.)

GLADYS: MAY YOUR WALK OF SELF-DISCOVERY,
TOUCH YOUR HEART AND FILL YOUR MIND,
FOR THE JOY WITHIN THE JOURNEY,
IS THE TREASURE YOU WILL FIND,
THE YELLOW ROAD YOU'LL LEAVE BEHIND.

TRACK 13: MUSIC - YELLOW ROAD (PLAY-OFF)

(Dorothy and Toto set off on their journey. Gladys and Munchkins wave at them as they exit.)

(Blackout.)

(Everyone exits. Remove: porch and Witch's legs.)

SCENE FOUR: THE WICKED WITCH OF THE WEST'S LABORATORY

TRACK 14: MUSIC - THE WICKED WITCH OF THE WEST'S LABORATORY

(Backdrop 04: The Wicked Witch Of The West's Laboratory.)

(Place scenery: upstage right - table with test tubes and potions in flasks; upstage left - table with scattered books; downstage centre – cauldron. Enter Witch, carrying a telescope and wearing a silver whistle around her neck. She stands downstage centre, over the cauldron, and looks out across the audience with her telescope.)

(Enter Committee Monkeys, who stand on one side of the stage. Enter Scattered Monkeys, who position themselves purposefully around the props on the tables. Enter Minion Monkeys, who hover near Witch and simper up to her. All characters busy themselves as Witch continues to look through her telescope. Enter Storytellers, who stand downstage on the opposite side to Committee Monkeys. Lights up.)

LYMAN: While the Munchkins continued to celebrate, trouble was brewing elsewhere.

FRANK: The liberation of Munchkin Country wasn't to everyone's liking.

BAUM: In the farthest reaches of the West, a great castle loomed...

LYMAN: The stronghold of *another* Wicked Witch and her enslaved army of Winged Monkeys.

FRANK: Through her bewitched telescope, the Wicked Witch could see much of Oz from her laboratory, and the events in Munchkin Country had caught her eye.

BAUM: *This* Wicked Witch ruled the West, much like the one in the East, with a talent for tyranny and a terrible temper.

(Exit Storytellers. Music ends or is faded out.)

WITCH: Whaaaaat?! *(Lowering her telescope.)* The Wicked Witch of the East... defeated by a girl?!

VEX: Your Wickedness, it seems the storm we summoned somehow missed its target.

WITCH: You don't say?! We were supposed to summon a storm to consume the Emerald City. Instead, we get a girl from beyond the desert who drops a house on my counterpart in Munchkin Country! I'd call that a considerable miss!

(Scattered Monkeys begin blaming each other.)

KEX: *(To Vorn.)* Did you read the incantation correctly?

VORN: Of course I did! *(Looking accusingly at Lux.)* I think something was wrong with the potion.

LUX: I followed the ingredients to the letter. *(Looking accusingly at Brox and pointing at the cauldron.)* I think it was that cheap, imitation, imported cauldron.

BROX: I did say it needed to be proper pewter, but nooo, we had to *(Looks accusingly at Witch.)* 'manage the budget!'

WITCH: Enough!

(All Monkeys freeze with fear and collectively gulp.)

NOX: The girl will be revered across the land.

WITCH: And threaten my dominance in the West?! No! She must be disposed of.

HEX: How do we do that?

WITCH: We can't... not yet. She's wearing the Silver Boots.

ROOK: Ah. That's a problem. They're magically bonded to the wearer.

SNARE: We could invade Munchkin Country... then hold it to ransom for the Boots.

WITCH: No. The Good Fairy of the Northern Realm is now protecting the Munchkins, and the girl is on the Yellow Road, presumably headed for the Emerald City. We must find another way. Now!

(Scattered Monkeys start searching through books hurriedly.)

JYNX: *(Reading.)* The Evilness Handbook by B. A. Badun.

WITCH: Tried it.

FENN: *(Reading.)* The Complete Guide to Storm Conjuring by Gale Sumner.

WITCH: Didn't work.

(Zirk steps forward with exaggerated triumph.)

ZIRK: *(Reading aloud.)* Artefacts of Oz for Dummies by Ruby O'Silver.

WITCH: *(Raising eyebrows.)* Sounds promising.

KORD: *(Thumbing through the book and finding a page of interest.)*
Hmm. There's a clause in the magical contract of the Silver Boots that might work in our favour.

NYXY: *(Peering at the book over Kord's shoulder and reading.)* 'The Silver Boots will only protect the wearer who never goes looking for trouble.' It says so in the small print.

(Witch steps forward and Minion Monkeys lean in eagerly.)

WITCH: That's our way in. Children *a/ways* go looking for trouble. We'll be ready when she does. One mistake is all it takes. Then, I can seize those boots and be rid of her.

(She strides boldly across the front of the stage.)

TRACK 15: **MUSIC - OMINOUS STINGS**

(Music on the track - ominous sting 1.)

WITCH: Then, *who* will have the power?

MONKEYS: You, Your Wickedness.

(Music on the track - ominous sting 2.)

WITCH: *(Speaking louder and more maniacally.)* Who will keep dominance in the West?

MONKEYS: You, Your Wickedness.

(Music on the track - ominous sting 3.)

WITCH: *(Speaking even louder and even more maniacally.)* And who will go on to rule all of Oz?!

(The music builds to a climax and unexpectedly ends. Committee Monkeys step forward.)

TARN: Well, there are four territories.

ZED: Yes, so maybe four local elections.

HEX: That would give you four Councils.

SNARE: Then, there could be a vote for an overall President or a Prime Minister.

NOX: Yes! Keep it fair. Let the people decide.

(All Monkeys nod in agreement.)

MONKEYS: Hmmmm.

(Witch whirls menacingly to face Monkeys.)

MONKEYS: *(Realising their mistake.)* Oh! ... Ahem. You, Your Wickedness.

WITCH: *(Whirling back to face the audience.)* Yes. Then the whole of Oz will come to see that nobody brings the house down but me! *(Cackling maniacally.)* Ah, ha, ha, ha, ha, ha! *(She suddenly stops cackling, scowls and whirls around to face Monkeys again.)*

(Monkeys realise they should also be amused at Witch's joke and hastily force a laugh.)

MONKEYS: Ah, ha, ha, ha, ha, ha!

(Witch turns to face the audience.)

TRACK 16:**SONG - WICKED WITCH****WITCH &****MONKEYS:**

Ah, ha, ha, ha, ha, ha! Ah, ha, ha, ha, ha, ha!

ALL:

WOAH!

IN THE DARKEST PART OF THIS LAND,
WHERE THE WORK OF EVIL'S AT HAND,
STOP IN AWE,
DROP YOUR JAW,
HIT THE FLOOR,
BOW BEFORE THE...

WICKED WITCH, WICKED WITCH,
GOOD'LL NEVER CONQUER THE CONQUERESS,
WICKED WITCH, WICKED WITCH,
WICKI-WICKI-WICKED WITCH OF THE WEST!

OH!

(Chanted.) MIRROR, MIRROR, ON THE WALL,
WHO'S THE WICKEDEST OF THEM ALL?

W TO THE I,
TO THE C, TO THE K,
TO THE E, TO THE D,
WHADDAYA SEE?
SOMEONE SO GOOD,
AT BEING BAD IS WHERE IT'S AT,
YOU CAN'T DENY THAT,
FROM WHERE SHE'S SAT.

NOT EVEN A WIZARD
COULD FINISH HER IN A GRUDGE MATCH,
AND WITH HER FOLLOWERS
WE BE A TOUGH BATCH.

TEAM TRIPLE W,
CAUSIN' ALL THE TROUBLE YOU IN,
YOU CAN NEVER WIN
'GAINST THE WICKED.

BAD IN THE MAKIN',
WICKED, MEAN AND FORSAKEN,
WICKED, NOW WE HAVE TAKEN SIDES,
TONIGHT'S OUR TIME TO CONQUER ALL OF OZ.
WITH THE ONLY...

WICKED WITCH, WICKED WITCH,
GOOD'LL NEVER CONQUER THE CONQUERESS,
WICKED WITCH, WICKED WITCH,
WICKI-WICKI-WICKED WITCH OF THE WEST!

WICKED WITCH, WICKED WITCH,
GOOD'LL NEVER CONQUER THE CONQUERESS,
WICKED WITCH, WICKED WITCH,
WICKI-WICKI-WICKED WITCH OF THE WEST!

WICKED WITCH, WICKED WITCH,
WICKED WITCH, WICKED WITCH,
WICKED WITCH, WICKED WITCH,
WICKI-WICKI-WICKED WITCH OF THE WEST!

TRACK 17: **MUSIC - WICKED WITCH (PLAY-OFF)**

(Blackout.)

(Everyone exits. Remove all scenery. Music ends or is faded out.)

SCENE FIVE: **THE CORNFIELD**

TRACK 18: **MUSIC - THE CORNFIELD**

(Backdrop 05: The Cornfield.)

(Place scenery downstage centre: wooden post; corn stems across the front of the stage (if performing bonus scene.) Enter Scarecrow. He stands with his back against the post and flops his arms, as if suspended. Lights up. Enter Storytellers who stand downstage to one side.)

LYMAN: So, Dorothy and Toto walked along the Yellow Road, taking in the beautiful countryside.

FRANK: After a while, they came across a cornfield overseen by a scarecrow, who was somewhat lacking in intellect as his head was stuffed with straw.

BAUM: And on this particular afternoon, this hay-headedness was seriously hindering his career prospects, especially when it came to dealing with unscrupulous, *conniving* crows.

(Storytellers exit. Music ends or is faded out.)