

# **Ye-Ha!**

Junior Script  
by  
Craig Hawes

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**CHARACTERS IN EACH SCENE****Scene 1**

Chip Checker  
 Claude the Barber  
 Clifford the Barber  
 Clint the Barber  
 Clyde the Barber  
 Dolly Vandergelder  
 Dwayne Dimples  
 Festus Rott  
 Levi Vandergelder  
 Ma Annie Hubbard  
 Mayor Tex Truman  
 Miss Bracegirdle  
 Old Amos  
 Old Seth  
 Philius Snuffitt  
 Smith Ironside  
 Wilbur Hubbard

**Scene 2**

Bonnie  
 Casey  
 Claude the Barber  
 Clifford the Barber  
 Clint the Barber  
 Clyde the Barber  
 Dixie  
 Dolly Vandergelder  
 Dwayne Dimples  
 Ellie  
 Festus Rott  
 Frankie  
 Levi Vandergelder  
 Ma Annie Hubbard  
 Mayor Tex Truman  
 Miss Bracegirdle  
 Old Amos  
 Old Seth  
 Philius Snuffitt  
 Smith Ironside  
 Wilbur Hubbard

**Scene 3**

All

**Scene 4**

Billie-Jo Brisket  
 Brad  
 Bret  
 Bronco Bill  
 Buck  
 Bud  
 Butch  
 Buzz  
 Chief Walking Weasel  
 Howling Mad Dog McNut  
 Jumping Jaguar  
 Leaping Leopard  
 Lightnin' The Horse  
 Mayor Tex Truman  
 Squatting Poodle  
 Towering Wild Bear

**Scene 5**

Billie-Jo Brisket  
 Dwayne Dimples  
 Ma Annie Hubbard  
 Wilbur Hubbard

**Scene 6**

All

## LIST OF PROPERTIES

### Scene 1

Town sign, with population count displayed ..... Scene Prop  
 Sheriff badge ..... Unnamed townsfolk  
 Handbell..... Dimples  
 Bag of lottery balls, with numbers drawn or painted on ..... Dimples  
 Lottery tickets..... The Townsfolk

### Scene 2

Bar and at least three tables ..... Scene Prop  
 Glasses and a washing up cloth or sponge ..... Chip  
 Swing doors ..... Scene Prop  
 Notebook ..... Festus  
 Tape measure..... Festus  
 Business card ..... Philius  
 Tablecloths ..... Dixie & Ellie  
 At least two bowls of nibbles, on a tray..... Wilbur

### Scene 3

Town sign (as used previously) ..... Scene Prop  
 Suitcase ..... Spooner  
 Large cart..... Rooster  
 Mixing bowl and large whisk ..... Wilbur  
 Sheriff badge (as used previously) ..... Wilbur  
 Tape measure (as used previously) ..... Festus  
 Eight popguns..... The No-Good Outlaws  
 Eight pairs of brightly coloured underwear (costume) ..... The No-Good Outlaws

### Scene 4

Bag of paper money ..... Tex  
 Set of bongo drums ..... Towering Wild Bear  
 Lone Ranger mask ..... Billie-Jo

### Scene 5

Prison bars and cell door ..... Scene Prop  
 Lone Ranger mask (as used previously) ..... Billie-Jo  
 Bag of paper money (as used previously) ..... Billie-Jo

**Scene 6**

Town sign (as used previously) .....	Scene Prop
Large cart (as used previously) .....	Rooster
Soap box or crate .....	Scene Prop
Barbells .....	Rooster
Dunce's hat .....	Rooster
Mortarboard .....	Rooster
Medicine bottle of tonic, and glasses .....	Rooster
Paper money .....	The Townsfolk
Lone Ranger mask (as used previously) .....	Billie-Jo
Large whisk (as used previously) .....	Wilbur
Sheriff badge (as used previously) .....	Wilbur
Black oil (or face paint) .....	Seth & Amos

## **PRODUCTION NOTES**

Welcome to *Ye-Ha!* I am sure you will enjoy rehearsing and performing this musical comedy, but to aid you in your production it may be helpful to consider the following production notes.

### **CASTING**

The script is written for 42 speaking characters, as listed previously. Lightnin' The Horse is a non-speaking role. These roles range from principal parts to small supporting roles. For productions with fewer cast members, condensing and doubling of characters is possible. This can be done in numerous ways, but the following example reduces the cast number to 26:

- Remove Bud, Brad & Bret (reallocating lines) to leave just 3 outlaws
- Combine the Saloon Girls, The Barbers and The Vandergelders into just 1 part each
- Combine The Children into just 2 parts
- Double up 5 Townsfolk as The Two Stroke Indians.

To expand the cast, unlimited chorus parts may be used as additional Townsfolk, Saloon Girls, Children and an off-stage choir for backing on other songs. All characters work better if they can attempt American accents, apart from the Indians. Chief Walking Weasel is written as a highly eloquent Englishman to contrast with the traditionally low, abrupt speech of his tribe (who should be cast in height order from medium to tall, with the exception of Towering Wild Bear who is tiny!) The outlaws sound rough and tough apart from Butch, who has a squeaky, high voice.

### **COSTUMES**

This show is quite easy to costume as it is full of traditional Wild West characters, and there are countless films and cartoons to draw upon. One idea to keep in mind is that the baddies work well all in black, allowing the audience to easily identify them and differentiate between them and the other townsfolk. This will also help when they reveal their bright, contrasting underwear. Lightnin' (the horse) is traditionally played by two performers in a pantomime horse costume which can be hired or made as appropriate. These performers may wish to also play townsfolk when they are not saddled up! Billie Jo requires a brown "Calamity Jane" style costume as well as a traditional white "Lone Ranger" costume. Remember, plenty of gingham, Stetsons and neckerchiefs and you can't go far wrong!

### **STAGING**

This production can be staged effectively with just simple scenery to suggest a Wild West Town. Saloon doors, tables and chairs can be brought on for the Saloon Scene, and Chip can bring on his own "portable" bar on wheels, with wood effect front and different bottles and glasses on top. Some small flats with rocks and a cactus or two can be brought on for Critter Creek and a small flat of a cell door with barred window for Wilbur to look through could be used in the Jail scene. Effective use of lighting can also help to differentiate between other scenes. In the town, a large sign with "Splodge City" is required, with a

population count beneath it that can be changed. This is usually done with hole-punched squares of paper, printed with descending numbers, suspended from the sign and ripped off as required at the beginning of the show. The use of a small blackboard and chalk might work just as effectively.

## **MUSIC**

All the music required to stage this production, including sound effects, is found on the Backing Track CD. A vocal recording is provided as a guide and to enable the swift learning of songs. The backing tracks without vocals are ideal to use in rehearsals and performances, and the two scores provide additional flexibility if you have the luxury of a live pianist. Directors may, if they wish, allow a choir or separate character to accompany or replace a soloist in a song or section intended for a soloist. This is sometimes necessary if certain cast members are unable to perform the solo themselves fully or if a larger chorus or choir is required to be employed more fully throughout the show.

## **AND FINALLY...**

This is a fun show to rehearse and perform, so remember to enjoy yourselves and your audience will, too! My best wishes for a successful and enjoyable production.

***Craig Hawes***