

# THE WONDERFUL WIZARD OF OZ

*(This is a 50 page abridged version of the 62 page full-length play.)*

“School Play”  
Version

By Michele L. Vacca  
(From the famous  
L. Frank Baum novel.)

Information on how to  
add some additional  
characters is at the end  
of this “sample.”

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ON STAGE! – CLASSICS ON STAGE!

P.O. Box 25365

Chicago, IL 60625 (USA)

Tel: 1 773 989-0532

E-mail: [classstage@aol.com](mailto:classstage@aol.com)

Website – <http://www.classiconstage.com/>

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PRODUCTION NOTES:

CHARACTERS:

IN KANSAS:

DOROTHY, a young orphan

AUNT EM and UNCLE HENRY, Dorothy's only family

MR. LYON, MR. CROWE, and MR. WOODMAN, farmhands

MIZ SWITCH, a nasty neighbor

TOTO, a stuffed toy in a basket

IN THE LAND OF OZ:

GLINDA, a good witch

The MUNCHKINS, a group of timid folks who love to eat

The WICKED WITCH of the West

SCARECROW

TIN MAN

LION

GATEKEEPER of the City of Oz

OZMA, loyal employee of Oz

OGMA, the Wizard's very efficient secretary

WIZARD, the "Great and Powerful"

HOCUS and POCUS, sidekicks to the Wicked Witch

See the section at the end of this E-mail "sample" for a discussion of ways to add "extra" characters if desired.
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The script is designed so that a total of 8 actors (four women and four men) can play all of the roles. Other gender ratios are more than possible. (For instance, in the premiere production of this script, the Wizard was played by a woman, thus changing the gender ratio to 5 women and 3 men.) A doubling plan for a cast of 8 would be as follows: Aunt Em doubles as Glinda, Ogma, and Pocus. Uncle Henry doubles as the Gatekeeper and the Wizard. The farmhands double as the Scarecrow, the Tin Man, and the Lion. Miz Switch doubles as the Wicked Witch. Ozma doubles as Hocus, and can also be a Neighbor in the Kansas sequence. The five actors who do not play Dorothy, Glinda or the Wicked Witch can play

the Munchkins (who only appear once). Obviously, for those who do not need to work within a cast size limitation, each role could be played by a single person, and extra Munchkins, attendants and so on could easily be added.

### SETS, COSTUMES AND PROPS:

Production elements can be as complex or simple as the budget and facilities allow. Elaborate settings are fun, but simple ones can suffice just as well.

Areas that need to be suggested and/or portrayed in Act I: a Kansas farmyard which should include at least a corner of the house, Dorothy's landing spot in Oz, which can have the house in the same location as the first scene and is near the Yellow Brick Road. When Dorothy sets off on the road, the setting doesn't really have to change at all, as long as the Kansas house goes away. She meets the Scarecrow, Tin Man and Lion as she travels along the road, and the different moods can be done with lighting changes. The Oz gate or Doorway can be as simple or involved as is convenient. Remember, though, it probably needs to move on and off, so keep that in mind. The chamber of the Wizard can be anything at all.

The first part of Act II takes place mostly on the road, and since the Witch has magical powers, she can "see" what is happening from any location. Once the travelers are captured, the setting should change to the castle of the Witch where an implied "Grand Hall" or Courtyard would serve the purposes of all the action. When the scene goes back to the City of Oz, a single implied location could work for the entire sequence. The "back to Kansas" segment is very brief, and actually works most effectively if the Oz set simply goes away, and no major attempt is made to restore a Kansas setting.

Costumes and props (especially for Oz) should be FUN. Oz is a magical fantasy place, so fashions can be any style, or any mix of styles. Lots of color and exaggeration (i.e., not just cute little red poppies, but BIG brilliant poppies that the two "witchlets" can hide their faces behind!) are the most effective motifs to try. It was a deliberate choice to not use the characters of the Winged Monkeys (the two little witch sidekicks are far more fun for the actress playing the Witch). Also, the characters of the monkeys (as depicted in the MGM film) are quite frightening to consider as live characters, and, of course, their costumes could be quite complicated and expensive.

The use of music and sound effects, live or taped, greatly enhances the production of this play.

# THE WONDERFUL WIZARD OF OZ

(On Stage! – E-mail: [classtage@aol.com](mailto:classtage@aol.com) – protected by copyright)

By Michele L. Vacca

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## ACT I

(OVERTURE PLAYS. CURTAIN UP REVEALS A KANSAS FARMHOUSE. CAST DISCOVERED EN TABLEAU OR THEY ENTER GRADUALLY.)

AUNT EM: Dorothy! Dorothy!?! Where are you?  
DOROTHY: Right here, Aunt Em.  
AUNT EM: Did you finish your chores, child?  
DOROTHY: Yes, Ma'am.  
AUNT EM: Good girl.  
HENRY: Say, Em, I think we're gonna get some weather.  
AUNT EM: You think so, Henry?  
HENRY: Look at those clouds. They look pretty mean to me.  
AUNT EM: Oh, I think you're right. Dorothy, don't you go wanderin' off anywhere.  
DOROTHY: Yes, Aunt Em.  
HENRY: And Dorothy, if a storm comes, be sure you go into the cellar, you hear me?  
DOROTHY: Oh, yes, Uncle Henry.  
HENRY: No matter what, stay out of the house, you understand?  
DOROTHY: Yes, sir.  
HENRY: And keep that little dog of yours in his basket.  
DOROTHY: Yes, sir!

(FARM HANDS AND NEIGHBORS JOIN THE SCENE .  
. . .)

MR. CROWE: Say, Henry, looks like a big storm coming up.  
HENRY: Yep, I think you're right.  
MR. CROWE: So, if you don't mind, I'm gonna head on home. We can build your new scarecrow anytime.

HENRY: Yep, those birds will just have to wait.  
WOODMAN: Hey, Henry, I chopped all that wood you wanted.  
HENRY: Already?  
WOODMAN: But now I think I better be getting on home.  
MR LYON: Henry! There's a storm coming!  
HENRY: Yep, sure looks like it.  
MR LYON: Uh-oh! Here comes Miz Switch.  
ALL: Uh-oh.  
HENRY: Howdy, Miz Switch, what can we do for you?  
SWITCH: You can keep that doggoned dog out of my garden, that's what you can do.  
HENRY: We'll try, Ma'am.  
SWITCH: Trying isn't good enough. I want that dog put away!  
DOROTHY: No!  
SWITCH: Listen, little girl, I'll get you and your little dog, too!  
DOROTHY: Leave my dog alone!  
SWITCH: The next time I find him in my garden, I'll have him for breakfast!  
DOROTHY: No!  
SWITCH: Oh, YES! And furthermore –  
AUNT EM: Look!  
HENRY: Here comes the storm!  
MR LYON: Hide, everyone!  
SWITCH: Give me that dog!  
DOROTHY: You leave my dog alone!  
SWITCH: Give me the dog!  
DOROTHY: NO! You can't have him! (SHE RUNS TOWARD THE HOUSE.)  
HENRY: Dorothy!  
AUNT EM: Dorothy!

(A MASSIVE STORM ENSUES . . . )

DOROTHY: (OFF.) What's happening? Help me! The house is falling apart! Wait! The house is flying!!! What can I do???? Aunt Em??

(MUSIC PLAYS AND THE HOUSE "LANDS" IN OZ. LIGHTS COME UP.)

DOROTHY: Toto? Aunt Em? Uncle Henry? Are you all right? Why, where am I? Am I still in Kansas? Look, there's some people coming over the hill. Why, I think they're coming

here! Who can they be?

(THE MUNCHKINS, ACCOMPANIED BY GLINDA, ARRIVE, AND GREET HER.)

MUNCHKINS: Greetings, noble sorceress!

DOROTHY: Who, me?

MUNCHKINS: Yes, oh wise and powerful sorceress!

GLINDA: Welcome to the province of the Munchkins.

DOROTHY: The Munchkins?

MUNCHKINS: Oh, great sorceress, you have set us free!

DOROTHY: I have? From what?

MUNCHKINS: From a most dreadful curse!

DOROTHY: A curse!

MUNCHKINS: You have destroyed the evil and bad – and most dreadfully mean and nasty – Wicked Witch of the East!

DOROTHY: I have?

MUNCHKINS: You have! And we shall be eternally, always, and forever grateful to you!

DOROTHY: Why – thank you. But I think you must have me confused with someone else. I'm not a sorceress. I'm Dorothy from Kansas.

MUNCHKINS: AH! (TO EACH OTHER.) Dorothy! (TO HER.) Hail Dorothy! Hail Dorothy, who has destroyed the Wicked Witch of the East!

DOROTHY: You're all very kind, but I think there's been some kind of mistake. You see, the cyclone brought me here, and I didn't destroy anyone.

GLINDA: Well, your house certainly did.

MUNCHKINS: Hail Dorothy!

DOROTHY: My house?

GLINDA: See for yourself. (SHE TURNS DOROTHY'S ATTENTION TOWARD THE TWO VERY LARGE FEET APPARENTLY STICKING OUT FROM UNDER THE HOUSE.)

DOROTHY: Oh, my!

MUNCHKINS: Hail Dorothy, whose house flies through the sky!

DOROTHY: Oh, dear! How terrible!

GLINDA: Oh, yes, my dear, you are so right. She was very terrible indeed.

DOROTHY: What can we do?

GLINDA: Why, nothing. Nothing at all.

MUNCHKINS: Hail Dorothy!

GLINDA: Don't feel badly, my child. The Witch of the East was very cruel to these good Munchkins.

MUNCHKINS: (AGREEMENT.)

DOROTHY: Who are you?

GLINDA: I am their friend. I am the Witch of the North.

DOROTHY: A WITCH!?

MUNCHKINS: Hail Glinda!

DOROTHY: A REAL witch??

GLINDA: (LAUGHS.) Yes, of course. What other kind is there?

DOROTHY: Oh, my!

GLINDA: I am a good witch.

MUNCHKINS: (AGREEMENT.)

DOROTHY: But I thought all witches were wicked.

ALL: (LAUGH.)

GLINDA: Oh, no, Dorothy. Some are bad and some are good. You see, here in the Land of Oz, we –

DOROTHY: Oz? Is that where I am?

GLINDA: Why, yes.

MUNCHKINS: Hail Oz!

GLINDA: In the Land of Oz there have always been four witches. My sister and I, who protect the lands of the North and the South, are good witches. Sadly, the lands of the East and the West have always suffered from the cruelties of two other sisters, who have been very wicked indeed. But now that you – or rather, your house has destroyed the Witch of the East, there is only one Wicked Witch left in all the Land of Oz:

MUNCHKINS: (SHIVERING IN FEAR.) The Wicked Witch of the West!!

GLINDA: Who is a terribly Wicked Witch!

MUNCHKINS: (AGREEMENT.)

DOROTHY: And when she finds out what happened to her sister – won't she be terribly angry?

MUNCHKINS: (REPLY ONE BY ONE.) She'll be furious! Enraged! Incensed! Irate! Livid! She'll rant and rave and storm! She'll tear us all apart! (ETC.)

GLINDA: (TO DOROTHY.) Oh, yes, she'll be angry.

MUNCHKINS: (SHIVER IN FEAR.)

DOROTHY: What can I do?

GLINDA: You must try to –

MUNCHKINS: HARK!

GLINDA: What is it?

MUNCHKINS: LOOK!

GLINDA: Oh, no!

MUNCHKINS: It's HER!  
DOROTHY: WHO??  
GLINDA: The Wicked Witch of the West!  
MUNCHKINS: OH, NO!! Let's hide!  
DOROTHY: Oh, please! Don't leave me here alone!  
GLINDA: We – Well, **I** won't.

(THE WICKED WITCH OF THE WEST ARRIVES  
ACCOMPANIED BY SUITABLE SOUND EFFECTS,  
FOG, AND THE LIKE.)

WITCH: Well, well, well. If it isn't the mousy Munchkins celebrating my poor dear sister's unfortunate fate.  
GLINDA: Hello, Prunella.  
WITCH: I'll give you hello, you little goody-goody! What have you done to my dear sister?  
GLINDA: I have done nothing.  
WITCH: Yeah, right. Well, if nobody did anything, why is my dear sister lying squashed underneath this ugly little house?  
(SHE PICKS OUT THE SMALLEST MUNCHKIN.)  
You'll tell me, WON'T you! WELL?  
ONE SMALL MUNCHKIN: Great Dorothy destroyed her, Evil One.  
WITCH: Great – WHO??  
ONE SMALL MUNCHKIN: Dorothy.  
MUNCHKINS: (WEAKLY.) Hail Dorothy!  
WITCH: (TO THEM.) That's about enough out of you! Well? Which one of you is "Dorothy"?  
DOROTHY: I am.  
WITCH: I see. So, "Great Dorothy", who do you think you are? How dare you just drop out of the sky, and dump your stupid ugly little house on my dear sister?  
DOROTHY: It was an accident. Oh, please, I just want to go home.  
WITCH: Where's that?  
MUNCHKINS: Kansas!  
WITCH: (KNOWINGLY.) AHH! Kansas!  
DOROTHY: You've heard of it?  
WITCH: No!  
DOROTHY: I see.  
WITCH: I think not, my dear! You'll never "see" Kansas again – wherever it is – if I have anything to say about it!  
DOROTHY: Oh, no!  
WITCH: Oh, YES! I'll get you and your little doggie, too!  
ALL: Oh, no!



WITCH: Just see if I don't!  
DOROTHY: Oh, please – !  
WITCH: (CACKLES.) Farewell, my pretties! We'll meet again, I promise you!

(SHE DEPARTS WITH SUITABLE EFFECTS.)

– END OF FIRST E-MAIL SEGMENT –

– ACTION . . . TIME PASSES –

WE JUMP AHEAD IN THE SCRIPT AS DOROTHY AND HER 3 FRIENDS (LION, SCARECROW, AND TIN MAN) ENTER THE WIZARD'S THRONE ROOM – THROUGH THE END OF ACT I –

– START OF SECOND E-MAIL SEGMENT –

(MUSIC PLAYS, AND THE SET CHANGES TO THE THRONE ROOM OF THE WIZARD. AN ATTENDANT/ SECRETARY (OGMA) IS PRESENT AS THEY ENTER . . . )

SECRETARY/OGMA: (WHO COULD BE GLINDA IN DISGUISE – SPEAKS TO OZMA.) Why have you left your post?  
OZMA: I bring visitors to Oz.  
OGMA: What! Does Oz expect them? Do they have an appointment?  
DOROTHY: No, we –  
OGMA: No appointment!? Then he won't see you. Begone, Strangers! Goodbye! And take the Lion with you!  
DOROTHY: Oh, please! Can't you just tell him that –  
OGMA: TELL him? TELL Oz to do anything? You're joking.  
DOROTHY: Oh, no!  
OZMA: (TO OGMA.) Look, couldn't you just ASK him?

OGMA: Welllll, maybe.  
DOROTHY: Thank you!  
OGMA: But that's no guarantee he'll see you. Awe-ful and Awe-  
some Oz is a very busy Wizard.  
DOROTHY: So we understand.  
OGMA: Now, stay here, while I speak with Oz. (STEPS OFF  
STAGE.)  
DOROTHY: Thank you.  
OGMA: (RETURNS.) Well!  
DOROTHY: Did you see the Wizard?  
OGMA: SEE him? I have never SEEN him.  
OZMA: Nor have I.  
DOROTHY: (TO OGMA.) But you SPOKE to him?  
OGMA: Of COURSE, I spoke to him. I speak to him quite often,  
actually.  
ALL: AND?  
OGMA: He condescends to see you.  
ALL: Hurray!  
SCARECROW: Let's go!  
OGMA: WAIT! He prefers you speak with him one at a time.  
ALL: No way! We can't do that! (ETC.)  
DOROTHY: We'll see him together!  
OZMA: Uh-oh.  
DOROTHY: (TO GLINDA.) Please TELL him that.  
OGMA: YOU tell him that. I won't. (SHE LEAVES.)  
DOROTHY: Very well. (GESTURING THE OTHERS TO MOVE TO  
THE CENTER OF THE ROOM.) Come along, everyone.

(THEY ALL GATHER TOGETHER IN ANTICIPATION  
OF THE ARRIVAL OF OZ. OZMA STAYS WITH  
THEM. THERE IS NO OZ TO BE SEEN. THEN AFTER  
A MOMENT A LOUD AND POWERFUL VOICE IS  
HEARD.)

WIZARD: (AS A VOICE.) I am Oz, the Great and Powerful. Who  
are YOU?  
DOROTHY: I am Dorothy, the Small and the – uh – Meek . . .

(THE WIZARD CAN CONTINUE TO BE A VOICE, OR  
ACTUALLY APPEAR ON STAGE DURING THE  
DIALOG. IT IS FUN IF THE OTHER ACTORS STILL  
PLAY THE SCENE AS THOUGH THE WIZARD IS  
STILL A GREAT BIG VOICE SOMEWHERE ABOVE

THEM, AND THE ACTOR/ACTRESS PLAYING THE WIZARD MOVES FREELY ABOUT THE STAGE, “MAGICALLY” INVISIBLE TO THE OTHERS, BUT PARTICIPATING IN THE ACTION. IT WOULD BE A MATTER OF DIRECTOR’S CHOICE AS TO WHEN AND IF THE OTHER ACTORS ACTUALLY “SEE” THE WIZARD.)

WIZARD: Hmm.  
DOROTHY: And these are my friends.  
WIZARD: What do you want?  
DOROTHY: We need your help.  
WIZARD: Hmmmm.  
WIZARD: Where did you get those shoes?  
DOROTHY: Ah – from the Witch of the East.  
WIZARD: She GAVE them to you?  
DOROTHY: Oh, no.  
WIZARD: AHA! You STOLE them!  
DOROTHY: Oh, no! You see, Great Wizard, my house fell on her –  
And she was – well – she was –  
OZMA: Smooshed?!  
DOROTHY: Uh – yes.  
WIZARD: I see. That necklace you wear; it is from the Witch of the North.  
DOROTHY: Why, yes. She told me to follow the yellow brick road and ask your advice.  
WIZARD: I see.  
DOROTHY: She said you could send me home to Kansas. I know my Aunt Em and Uncle Henry are worried about me, and I really would like to go home.  
WIZARD: Why should I do this favor for you?  
DOROTHY: Because you’re a great Wizard, and I’m not.  
WIZARD: Clever answer. Well, perhaps I can help you – ah –  
DOROTHY: Dorothy.  
WIZARD: Yes, Dorothy. But, in return, you must do a small favor for me. I want you to destroy the Wicked Witch of the West.  
DOROTHY: But I –  
WIZARD: Oz has spoken! You may withdraw! Leave my Awesome Presence! (HE DISAPPEARS.)  
DOROTHY: (TEARFULLY.) Yes, Your Wizardship! (RUNS FROM THE ROOM.)  
ALL: Dorothy? Are you all right? Poor Dorothy! (ETC.)  
WIZARD: (VOICE ONLY.) I will speak to the others now.

OZMA: Stand there respectfully, and wait for Great Oz to speak.

LION: I'm scared.

OZMA: SHH! He's probably listening!

WIZARD: (LOUD VOICE-OVER.) I am Oz, the Great and Terrible!

ALL: (FEARFULLY.) Ohhh!

WIZARD: What do you want?

ALL: Ohhhhhh!

WIZARD: Well? Speak up! Who are you?

OZMA: (TO SCARECROW.) You first.

SCARECROW: Uh – I'm a Scarecrow, Your Greatness.

OZMA: Now you.

TIN MAN: I'm a Tin WOODSMAN, Your Powerfulness.

OZMA: Go on.

LION: Uh – uh – uh –

OZMA: He's a Lion, Your Wizardship.

WIZARD: Are you SURE?

OZMA: Oh, yes, Your Wizardship.

WIZARD: Well? What do you want?

OZMA: Go on.

SCARECROW: Well, your Greatnessship, I need some brains. My head is filled with straw, and I would like to be able to think great thoughts.

WIZARD: Hmm.

TIN MAN: Oh, Your Lordliness, as you can see, I am made of tin, and therefore have no heart with which to feel.

WIZARD: Well spoken, Tin Man, but you don't know when you're well off. (TO LION.) And what about YOU?

LION: Uh – uh – uh –

WIZARD: Speak up, LION!

LION: Ahhhggggg! (FALLS TO THE FLOOR.)

OZMA: He fainted.

WIZARD: Well? Wake him UP!

ALL: Lion! Lion? Wake up!

LION: (REVIVES.) Ohh! Where am I?

OZMA: The Wizard is waiting!

LION: Oh, dear!

WIZARD: Well, Lion?

LION: I need – uh – I need – uh –

WIZARD: Yes?

LION: Some – some – some –

WIZARD: Well??

LION: Cou – cou – cou –

WIZARD: What?!!!!

LION: (TO OZMA.) YOU tell him.  
OZMA: Your Supremeness, the Lion needs some courage.  
WIZARD: He certainly does. Now, listen to me, Lowly Ones, and listen well!  
OZMA: (CHECKS.) They're listening.  
WIZARD: You, Scarecrow! I will bestow upon you the finest set of brains in the Land. In all of Oz – YOU will be the wisest – except for myself, of course.  
SCARECROW: Oh, Your Honorship – !  
WIZARD: And you, Tin Man! I will bestow upon you the biggest, kindest, and most loving heart ever to beat in the Land of Oz.  
TIN MAN: Oh, Your Graciousness –  
WIZARD: Lion, I will give you the finest courage in the world. You will be the bravest of the brave, and the most heroic of heroes! All Oz will honor you, and call you “King of the Forest!”  
LION: WOW!  
WIZARD: All of these favors I most generously grant you –  
ALL: Thank you! WOW! (ETC.)  
WIZARD: IF!!  
ALL: IF??  
WIZARD: If you do just one small favor for me.  
ALL: NAME IT!  
WIZARD: You must help Dorothy destroy the Wicked Witch of the West!  
ALL: WHAT!!!!?? (LION ALMOST FAINTS AGAIN.)  
TIN MAN: The Witch?  
SCARECROW: Of the West?  
LION: Why, you, I oughta –  
ALL: (A STORM OF PROTEST ENSUES.)  
WIZARD: WAIT!  
ALL: (SUBSIDE.)  
WIZARD: IF you do NOT honor my request, I will NEVER grant your wishes.  
ALL: (ANOTHER STORM OF PROTEST.)  
WIZARD: OZ HAS SPOKEN!!

(THERE IS A FLASH OF LIGHT, AND HE DISAPPEARS.)

LION: Is he gone?  
OZMA: Oh, yes.

SCARECROW: Where's Dorothy?

(DOROTHY RETURNS TO THE ROOM  
ACCOMPANIED BY THE OGMA.)

OGMA: Here she is.  
DOROTHY: We must destroy the Witch of the West, or he'll never grant our wishes.  
ALL: (SIGH.)  
TIN MAN: What can we do?  
DOROTHY: Well, the way I see it, we have no choice.  
ALL: You mean – ??!  
DOROTHY: Yes.  
OGMA: It's very dangerous!  
OZMA: And there's no road!  
ALL: NO ROAD!?  
OZMA: Well, of course not.  
OGMA: No one ever wants to visit HER.  
LION: Especially not ME!  
SCARECROW: But if we don't go, I'll never have any brains!  
TIN MAN: And I'll never have my heart!  
LION: And I'll never have any courage!  
DOROTHY: (WITH A SOB.) And I'll never, never, ever go home to Kansas!  
ALL: Awww!  
TIN MAN: Oh, Dorothy, please don't cry. You'll rust me.  
DOROTHY: Sorry, Tin Man.  
SCARECROW: Come on! Why don't we give it a try!  
ALL: You mean – ???  
SCARECROW: SURE! Why not?  
DOROTHY: Why not?  
ALL: That's right! Why not?  
DOROTHY: How do we find our way?  
OGMA: The Way to The Land of the Wicked Witch –  
OZMA: – lies toward the west and beyond the Fields of Poppies –  
OGMA: It's a long and dangerous journey.  
OZMA: You'll need to be very careful.  
OGMA: We'll start you off –  
OZMA: – and even point the way! –  
ALL: Thank you! (ETC.)  
DOROTHY: We're off to see –  
ALL: Off to see –  
DOROTHY: We're off to see –

ALL:

The Wicked Witch of the West! (SECOND THOUGHTS STRIKE THEM BUT THE DIE IS CAST.) OH, MY!!

(EVEN THOUGH THEY ARE HAVING SECOND THOUGHTS, IT IS TOO LATE TO BACK DOWN NOW. THE GRAND ACT I FINALE MUSIC BEGINS, AND THEY STRIKE A BRAVE POSE. THE WITCH APPEARS GLOATING OVER THEM, A SWELL OF DRAMATIC MUSIC, AND IT IS THE –

END OF ACT ONE

OR (SEE BELOW)

IF AN INTERMISSION IS DESIRED, THIS WOULD BE THE END OF ACT I. IF NO INTERMISSION IS DESIRED, THE ACTION CAN SIMPLY CONTINUE DIRECTLY INTO THE FOLLOWING PAGE (LABELED AS ACT II) WITHOUT A BREAK.

SCENE CHANGES: A BRIEF MUSICAL BRIDGE OR INTERLUDE MIGHT BE BENEFICIAL HERE IF TIME IS NEEDED TO IMPLEMENT ANY SCENERY OR SETTING CHANGES REQUIRED FOR THE ACTION TO CONTINUE . . .

– END OF COMPLETE E-MAIL SEGMENT –

THERE ARE 50 TOTAL PAGES IN THE COMPLETE “SCHOOL PLAY” PLAYSRIPT – 23 PAGES IN THE FIRST ACT AND 24 IN THE SECOND ACT – PLUS “TITLE” PAGES.

– ADDENDUM –

**Some ideas for adding to the cast size of your production of THE WONDERFUL WIZARD OF OZ – The Expanded Cast version per se already has many “named” characters with lines.**

The following is “copy” or text – copied and pasted directly below from previous E-mails we’ve sent to other patrons addressing how to add extra “actors.” Both “additions” were just “copied” from the prior E-mails without being “edited” for this specific script “sample” sent to “you.”

– FIRST ADDITION –

As far as “extra” performers for WIZARD goes, there are various scenarios including multiple citizens of Oz, guards and soldiers, other doorkeepers (all imaginary doors!), forest “creatures” including magical trees who move around to change the topography of the forest, actors who play the crows, a whole field of “poppies”, a number of other sidekicks for the witch aside from Hocus and Pocus (Abra, Kadabra, Presto, Chango, and so on) (By the way we cast Hocus and Pocus as women), other folks in Kansas, miscellaneous “creatures” who pass thru but are never explained - many more secretaries and assistants for the Wizard (who we also cast as a woman!), “magic” assistants for the Wizard - all of this should give you a few ideas. We can discuss these ideas at greater length if you like - just let me know. If you want to talk about some costume ideas we can do that too. After your auditions you'll have a better idea of what ages and types you have plus how many girls versus boys, and all that - which may affect how you select your “extra” characters.

– SECOND ADDITION –

Now in order to provide those line roles that are so dear to the hearts of young thespians (and their parents!) I would suggest you consider the following ideas:

First and foremost I would of course ignore any suggestions in the script about doubling. Double if you want, but ONLY when you want.

The roles of Ozma and Ogma can each be split at least in half with lines being distributed accordingly. We can create names for the alternate egos, so that all characters have a “program name” – something also dear to the hearts of young thespians and their parents!



The same role splitting concept will also work with Hocus and Pocus, but since these roles are good sized, the lines can be distributed to extra people – perhaps as many as eight or ten or – however many you might want. All of these other characters could also be assigned names as mentioned in earlier E-mails – names like Abra, Kadabra, etc. This would work well since all of these characters would still be devoted followers of the wicked witch, and wicked witches love to have lots of followers. It really wouldn't matter if these characters are girls or boys, although if your drama group is like most others, you'll probably have more girls than boys.

Also, the Munchkin lines can also be broken up into individual lines – just because the script says MUNCHKINS doesn't mean that some of the lines can't be just one MUNCHKIN.

If you add Crows and Poppies as characters some of these other folks can double as those or depending on your ultimate cast size, you may find yourself searching the Internet for a “crow song” or having your poppies sing a lullaby.

Some groups also split the role of Dorothy among two or more girls; it's an idea that can work if the girls are all pretty equal in terms of general age and ability. Personally I think this idea is possibly a lot of extra work for the Director – not too sure I would want to try it personally, but there's no reason to NOT do it if you fancy the idea.

And last (but not least!) many groups opt to add the Flying Monkeys. This is relatively easy to do, since the main purpose of the monkeys – in terms of the film tradition – is for them to agree enthusiastically with everything the Wicked Witch of the West says or does. Incorporating the monkeys into the scenes with the witch entails simply adding their presence and perhaps “allowing” them to share some of the lines assigned to Hocus and Pocus.