

CAMP PARADISE

A Play in Two Acts

by Robert Frankel

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DEDICATION

To Sandy and Uncle Bud, two rare friends in a rare world.

The Playwright, Rob Frankel

ABOUT THE PLAY

It's called Camp Paradise and no wonder - it's a fine arts, a computer, and a nature camp all rolled into one! Join the artistic, the scientific, and the plain ol' back to nature fun-tistic types for a unique summer in the deep woods. Twenty-one different scenes ranging from campfire ghost stories to a first summer love to midnight raids (we're talking way beyond short-sheeting here!) let you custom design this play to your specific needs and tastes.

Like his two earlier plays, "Family Album" and "Games People Play," playwright Rob Frankel goes beyond the romp. All the feelings that summer camp can generate in kids - from homesickness to hilarity to wild achievement at reaching a goal - can be found at Camp Paradise. Even parents may recognize themselves in awkward "Visiting Day" scene. And just like real camp, this play ends with a feeling of camaraderie as the cast sits around a campfire on their last night together.

The casting is extremely flexible and the set and costumes can be as simple or as complex as you want to make them. Camp Paradise - it's one summer camp you won't forget!

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FLEXIBLE CASTING: The casting is extremely flexible, allowing substitutions for both male and female parts. As a consequence, this play can run with as few as 6 females and 4 males, if double casting is used, or as many as twenty or more.

SET: The setting should be kept as simple as possible. Several large wooden blocks, and perhaps a few tables and chairs should suffice. The show is designed for easy travel.

LIGHTING: Where possible, distinct SR, CS, and SL lighting controls will be very useful in creating transitions between scenes.

COSTUMES: Simple costumes work best for this production. Camp Paradise T-shirts (available from Eldridge) work well with jeans, tennis shoes and jackets. Use additional specific item is indicated as a lab coat, hat, glasses, pipe etc. to suggest the adult characters. Because each actor will play several parts and because you never know what your offstage area will look like if you are taking this on tour, keep the costume changes simple to prevent any gray hair you might be prone to.

SOUND: Music between scenes is very helpful in allowing set changes to take place. The guitar playing in the first and last scene works very nicely, but can be substituted by offstage piano or recorded music.

THE SCENES

- 1. First Day**
- 2. Animals in the Woods**
- 3. Interview #1: The Original Happy Camper**
- 4. Ah, Sleep!**
- 5. Prank #1: A Little Dab Will Do Ya'**
- 6. Hardly Club Med**
- 7. Interview #2: More Happy Camper**
- 8. Solitude**
- 9. Ghost Stories**
- 10. Prank #2: Tied Up in Knots**
- 11. Visiting Day**

Intermission

- 12. Prank #3: "Lice-nse" to Laugh**
- 13. How Do You Say Rice Krisipies in French?**
- 14. Interview #3: A Not So Happy Camper**
- 15. Something Fishy**
- 16. The Raid!**
- 17. Computer Games**
- 18. Prank #4: Truly Evil**
- 19. The Arts and Crafts Rap**
- 20. Prank #5: This One's a "Shoo-In"**
- 21. Sunset**

ACT I

Scene 1: First Day

(SETTING: Four separate campfires in the woods at sunrise - one each at DSR, SR-of-CS, SL-of-CS, and DSL. These "campfires" will be referred to in the stage directions as CF #1, CF #2, CF #3, and CF #4, respectively. The campfires themselves can be completely mimed, or implied with lighting, or some flashlights under some sticks of wood can be used.)

(AT RISE: The first day of camp. The COMPANY straggles in, blinking out into the morning light. The CAMPERS form a small semi-circle at each campfire, open to the audience. It is the first time THEY are all together at camp. They are tired, awkward, apprehensive about each other, cold, some in blankets and jackets, but each with a feeling of excitement as well. GUITARIST enters strumming a few lazy chords throughout the seating.)

CHRIS: *(At CF #1, enthusiastically gesturing to the scene at-large.)* Pretty darn exciting.

DAVE: *(Glances at HIS watch, then looks at CHRIS through bloodshot eyes as if he were crazy. Then, with low-key, monotone sarcasm.)* Yeah. Pretty darn exciting.

EMILY: *(At CF #3.)* This is too early, you know?

JILL: *(With eyes closed, half-asleep.)* Uh-huh.

BILL: *(At CF #4.)* First time here?

GRAHAM: *(Clearly upper crust of society. Coldly.)* Yes. And God willing, the last.

YVONNE: *(At CF #2, cheery, with French accent, rubbing hands together.)* Brrr! Ees cold here, no?

GUITARIST: *(Repeating HER playfully.)* "No!" As in "no kidding"!

(THEY share a smile. GUITARIST continues strumming. FOUR COUNSELORS enter UPS of the campers, clipboards in hand, and go to their respective campfires.)

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(Campers swivel around facing Counselors. The following "lectures" take place simultaneously, at four different camps, with the dialogue overlapping. There is no interaction between the four campsites. All four counselors begin by blowing a whistle simultaneously. All campers react in various, stunned, early morning ways.)

ALL COUNSELORS: Good morning, campers. And welcome to...

COUNSELOR #1: *(Quietly passionate about nature, but a bit geeky.)* Camp Potawatamee ...

COUNSELOR #2: *(Fun-loving, energetic, with French accent.)* Campe de Francais ...

COUNSELOR #3: *(Well-heeled woman.)* Julian's Fine Arts Camp ...

COUNSELOR #4: *(Older, scientist-type in white lab coat.)* Camp Megabyte ...

ALL COUNSELORS: The camp where ...

COUNSELOR #1: ... nature comes first!

COUNSELOR #2: ... French bread, French fries, and French speaking are our specialties!

COUNSELOR #3: ... art and nature collide.

COUNSELOR #4: ... mosquito bites are second to computer bytes!

ALL COUNSELORS: You will be spending a wonderful summer with us learning everything from ...

COUNSELOR #1: ... how to ride the rapids to the anatomy of a humming bird!

COUNSELOR #2: ... how to talk to the President of France to how to start a conversation at a bar!

COUNSELOR #3: ... Goganne and Monet to Verdi and Mozart.

COUNSELOR #4: ... how to break into the Swiss National Bank to winning at Nintendo every time!

ALL COUNSELORS: My name is ...

COUNSELOR #1: ... Billy ...

COUNSELOR #2: *(Based on ACTOR'S gender.)* ... Jacques ... *(or Veronique.)*

COUNSELOR #3: ... Danielle Knowlotz ...

End of Freeview

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