

CHRISTMAS IN OZ

By VAL R. CHEATHAM

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SYNOPSIS

ACT I

The action begins before the curtain rises with Christmas carolers making their rounds. Miss Gulch sends them on their way. When the carolers complain that she is mean, Miss Good, their director, tells them they should share their Christmas spirit with everyone, especially Miss Gulch. They exit and the curtain opens on the Kansas farm where Aunt Em, Uncle Henry, Hank, Hickory and Zeke are awaiting Dorothy. She arrives followed by Miss Gulch who tells them she has purchased controlling interest in the bank and is about to foreclose on the farm. Dorothy knows the Wizard would help if only she could get to Oz. But, when she puts on the slippers from Oz, she grows dizzy and faints.

ACT II

Dorothy awakens in Oz to find Scarecrow, Tinman and Lion hovering over her. Glinda, the Good Witch, and the Munchkins enter and tell her to seek the Wizard who will help her find some way to share Christmas with Miss Gulch and thus save the farm. Unfortunately, the Witch also arrives and demands Dorothy give her the slippers. But, Glinda reminds her she has no power over Dorothy as long as she wears the slippers. So, Dorothy, Scarecrow, Tinman, and Lion set off to find the Wizard. They are about to give up, especially when a door marked, WIZARD OF OZ - SOUTH ENTRANCE, is locked with a smaller sign nearby: CLOSED FOR CHRISTMAS. Dorothy laments that it is too late to save the farm and that she will even miss Christmas. They decide to have Christmas in Oz, when the Wicked Witch reappears. They invite her to join them and when Dorothy gives her her first present ever - the slippers - she is so overcome with joy that she becomes a better person - and even returns the slippers to Dorothy who needs them to get back home to Kansas.

ACT III

In the final act, Dorothy - back on the farm - knows the best way to celebrate Christmas is to share it with others. Miss Gulch arrives to foreclose, but is instead invited to share their Christmas. All ends well when she becomes Dorothy's adopted grandmother.

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CAST

<u>In Kansas</u>		<u>In Oz</u>
DOROTHY		DOROTHY
AUNT EM		
UNCLE HENRY		
MISS GULCH		WICKED WITCH
HANK.		SCARECROW
HICKORY		TINMAN
ZEKE		LION
MISS GOOD		GLINDA, THE GOOD WITCH
MR. MARVEL.		WIZARD OF OZ
CAROLERS		MUNCHKINS

Casting Note: This can be played with nine players, plus Carolers/Munchkins, but a double cast is suggested - even two Dorothys - to save costume changes and give more players a share of the leads.

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COSTUMES

ACTS I & III

The Kansas scenes should be shown as the classic movie "Wizard of Oz," in black and white. The scenery could be in five shades from black to white, the clothes should all be drab and colorless. Carolers wear long winter coats and as long as it is dimly lighted, most will serve the purpose except very bright and/or multi-colored ones. Miss Good's coat should be white or very light. Dorothy and Aunt Em wear plain print gray dresses, with an apron added for Aunt Em. Dorothy's slippers - that are put on in Act I - are gray or black. In Act III they are red. Uncle Henry, Hank, Hickory and Zeke are farmhands and wear overalls and drab shirts. Hank, Hickory and Zeke also wear coats, but take them off as they enter. Mr. Marvel wears black suit and derby hat; Miss Gulch wears a dark or black coat that covers her dress; a hat is optional.

ACT II

Traditional costumes for Scarecrow, Tinman, Lion and the Wizard are all especially colorful; Glinda, all in sparkly white. The Munchkins should be colorful and unusual to the point of bizarre. (Since they will probably also be Carolers, the Munchkin costumes can be worn under the coats of the Carolers used for Act I. Dorothy's dress while the same print and pattern as Act I and III is bright and colorful, and her slippers red.

PROPS

- ACT I: Simulated dog (Toto) - Dorothy
Newspaper - Uncle Henry
Tumbleweed/cut cardboard tree - Hank
Gray slippers - Dorothy
- ACT II: Red slippers - Dorothy
Diploma (one for each performance) - Scarecrow
Big plastic ticking heart on chain - Tinman
Medals, one of which can be removed and placed on tree - Lion
Sparkly wand - Glinda
Wand - Wicked Witch
Large cubicle with WONDERFUL WIZARD OF OZ - South Entrance
Sign, "Closed For Christmas"
Oil can (should be attached to costume with chain) - Tinman
Wand - Wizard
- ACT III: Red slippers - Dorothy
Large decorated tree to switch with tumbleweed/cut cardboard.

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PRODUCTION NOTES

TUMBLEWEED/CUT CARDBOARD TREE. In Act I the farm hands bring in a tumbleweed to use as a tree. It is never decorated and should not be a fire hazard, but in areas where a tumbleweed might not be available, a cut cardboard evergreen (2 flat cuts 2 to 2½ feet tall, slotted together for a three dimensional look) could be substituted. The dialogue is written tumbleweed/cut cardboard to accomodate either. Simply strike out the inappropriate part. In Act III this tumbleweed/cut cardboard is switched with a bigger tree, decorated with home-made items suggested by the song. With singers simulating decorating, positioned between audience and tree, a movable panel has been used successfully.

LIGHTING. If spotlights are available, they could be used to enhance Miss Good and especially Glinda, the Good Witch. A flash smokepot or other special effects lighting should be used to create a magical effect for the Wizard's entrance. In Act II, (see below) the lights are dimmed for a quick scene addition.

SCENE CHANGES: In the middle of Act II, Dorothy, Scarecrow, Tinman and Lion exit, the lights are dimmed to simulate a time and place change. While they are dimmed a few trees can change places and a large cubicle (a refrigerator box) painted and marked with WONDERFUL WIZARD OF OZ - South Entrance, is moved onto stage along with a smaller sign, "Closed for Christmas."

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