

# ***DON'T ROCK THE BOAT***

## ***the musical***

*Story by Tim Kelly  
Music and Lyrics by Larry Nestor*

### **Performance Rights**

It is an infringement of the federal copyright law to copy or reproduce this script in any manner or to perform this play without royalty payment. All rights are controlled by Eldridge Publishing Co., Inc. Call the publisher for additional scripts and further licensing information.

The author's name must appear on all programs and advertising with the notice: "Produced by special arrangement with Eldridge Publishing Co."

**Eldridge Publishing Company**  
www.histage.com

© 1992 by Eldridge Publishing Company

Download your complete script from Eldridge Publishing  
<https://histage.com/dont-rock-the-boat-musical>

*DON'T ROCK THE BOAT - MUSICAL*

2

**CHARACTERS**

*11 M, 14 W,*

*Extra Passengers and Pirates as desired.*

**BORIS:** A student at Maritime H.S.

**DOUGLAS:** Another.

**MIKE:** Another.

**MR. CRANKMEYER:** Their teacher - huff and gruff.

**ARLENE ZANE:** Young, pretty cruise director, practically the only sane one on board.

**JOGGER:** An exercise nut.

**BRENDA:** A student dreaming of stardom.

**JAN:** Another.

**PENNY:** Another.

**HONEY HOTCHKISS:** A fabulous but dumb film star.

**MISS BUFORD:** Her secretary.

**COMMODORE WITHERS:** Retired Navy man.

**MRS. WITHERS:** His lady.

**ANTONIO:** An emotional engineer.

**CODY:** Seasick second-in-command.

**TOM BUTTERWORTH:** Young, likeable captain.

**VICTOR BEY:** Hollywood producer - hates Honey.

**MISS MARSHALL:** From the insurance company.

**NURSE:** Has trouble giving injections.

**1ST OLD LADY:** A passenger.

**2ND OLD LADY:** Another.

**MAX:** Shady character.

**TRIXIE:** His accomplice.

**PIRATE #1:** On board without a ticket. A male.

**PIRATES #2:** Another. A female.

*DON'T ROCK THE BOAT - MUSICAL*

3

**SONGS**

"We Are Sailors" - *Mike, Boris, and Douglas*

"Big Feet Run in My Family" - *1st verse, Jogger*

"How Do You Define 'DeVine' " - *Brenda, Jan, and Penny*

"Real Tears Ain't (Aren't) Easy" - *Honey and Miss Buford*

"Big Feet Run in My Family" - *2nd verse, Jogger*

"Jumpin' Ship" - *Arlene, Captain, and Cody*

"Big Feet Run in My Family" - *3rd verse, Jogger*

"Hurricane Headed This Way" - *Ship's crew*

"Nice Ice" - *Max and Trixie*

"Doin' the Hula in Bamboola" - *Antonio and Pirates*

"Is Everybody Happy?" - *Brenda, Jan, and Penny,  
Mike, Boris, and Douglas*

"Hey Rock, Rock, Rock 'n Roll" - *Finale by cast*

*\*Optional song of director's choosing for Honey Hotchkiss in Act II, Scene 2.*

**SETTING:** On the cruise ship *Vengeance*.

**TIME:** The present.

**ACT I:** The main lounge. Morning.

**ACT II:** Scene 1, The following day.  
Scene 2, That night.

**ACT III:** Later.

### **FLEXIBLE CASTING**

If necessary, some female roles can be switched to male. They are JOGGER, MISS BUFORD, NURSE, FIRST LITTLE OLD LADY, and MISS MARSHALL. Some male roles which can be changed to female are MAX and PIRATE. For doubling, MISS MARSHALL of ACT I can become a PIRATE, LITTLE OLD LADY, or PASSENGER in ACT III. EXTRAS: Use extras as passengers and pirates. Get big laughs by casting faculty members as MISS MARSHALL or CRANKMEYER.

### **HAND AND PERSONAL PROPERTIES**

**ACT I** - Seabags (duffel or laundry bags) for BORIS, DOUGLAS, and MIKE; whistle for CRANKMEYER; clipboard for ARLENE; towel for JOGGER; cosmetic kits for BRENDA, JAN, and PENNY; steno pad and pencil for BUFORD; nail brush for HONEY; jewelry and stuffed dog for MRS. WITHERS; bandanna for ANTONIO; attache case with legal papers, wristwatch for MARSHALL; hypo and orange for NURSE; gong for BORIS.

**ACT II, Scene 1:** Drab sweater, eyeglasses, knitting bag and needles for TRIXIE; hypo for NURSE; playing cards for VICTOR; magazine for COMMODORE; comb for MRS. WITHERS; mops, pails, and bandannas for JAN, BRENDA, and PENNY; tray with cup, saucer, spoon, and napkin for MIKE; tattered trousers for CODY; umbrellas for LITTLE OLD LADIES.

**ACT II, Scene 2:** Pipe for COMMODORE; masks for PIRATES; nail file for HONEY; horns, noisemakers, confetti, and paper streamers for PASSENGERS; rifles and assorted weaponry for ANTONIO and PIRATES.

**ACT III:** Weapons for PIRATES; travel folder for JOGGER; knitting bag for TRIXIE and ANTONIO; tray with champagne bottle and glasses for NURSE; business card for COMMODORE.

## **COSTUMES**

Male characters who are crew should wear "whites." Costumes for CAPTAIN, CODY, CRANKMEYER, ANTONIO also have insignias or caps to indicate they're officers. NURSE wears hospital whites. JAN, BRENDA, and PENNY should wear some kind of nautical costume when they do the DeVine act. Ditto for HONEY if she entertains. Assorted costumes should be used in party sequence. COMMODORE should wear a cap and blue blazer and white trousers. JOGGER wears an exercise suit. Adding life jackets, navy pea coats, slickers, etc. helps give the play both a theatrical and cruise ship aura.

## **SETTING**

The main lounge of the Vengeance. It is morning. USC is a bulletin board decorated with travel posters, a sign announcing "Welcome Aboard Party," and a passenger list. One canvas chair is SR and one SL of the bulletin board. DSR is a table with three chairs. Another table is DSL, with three chairs. On the forestage, in front of the curtain, extreme DSR and extreme DSL is a ship's railing - or a suggestion of a ship's railing. On the railings are lifesavers with the word, Vengeance, painted on. Optional nautical items are visible. Entrance into the lounge can be gained by either SR or SL. The set works nicely in drapes or a few scenery flats. (See drawing for further clarification.)

## **VARIATION OF STAGE SETTING**

Use two scenery flats - one USR and one USL. DS is a ship's railing with enough space between so that characters can stroll onstage and it appear they are walking outside the main lounge. A blue cyclorama represents the sea and sky. Characters might stop and, with backs to the lounge, gaze into distance and then

*DON'T ROCK THE BOAT - MUSICAL*

6

walk on, etc. A further variation is to have this outside deck placed below the stage's edge on the auditorium floor and have characters promenade. These optional set variations help reinforce the "on board" feeling.

### **GENERAL ATMOSPHERE**

In your lobby hang some cruise ship posters, life savers, etc. Have ushers and usherettes wear sailor suits or life preservers. At intermission serve Vengeance Punch and Sea Biscuits (cookies).

### **PARTY SCENE**

If there's time between first and second scene of ACT II, put up some balloons or decorations. This will have to be done quickly while the brief scenes are enacted at the railings. Also, if some of the cast are entertainers (magician, dancer, singer, musician, etc.), they can also perform at the floor show.

### **STAGING TIPS**

Keep the action and songs lively. Each cartoon incident piles onto another, building for farcical effect. Don't allow dialogue, blocking, or interaction to lag. For finale, entire cast lines up across stage, behind railing, and rocks from side-to-side, hoping to free the *Vengeance* from the sandbar as they sing, "Hey Rock, Rock, Rock n' Roll." They may wave and toss paper streamers into the audience as if they had come to see them off on a cruise. Add the sound effects of a ship's horn or ship's bells.

## **End of Freeview**

Download your complete script from Eldridge Publishing  
<https://histage.com/dont-rock-the-boat-musical>

Eldridge Publishing, a leading drama play publisher since 1906, offers more than a thousand full-length plays, one-act plays, melodramas, holiday plays, religious plays, children's theatre plays and musicals of all kinds.

For more than a hundred years, our family-owned business has had the privilege of publishing some of the finest playwrights, allowing their work to come alive on stages worldwide.

We look forward to being a part of your next theatrical production.

Eldridge Publishing... for the start of your theatre experience!