

THE LEGEND OF ROBIN HOOD... SORT OF

By Pat Cook

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STORY OF THE PLAY

Would you like to hear the legend of Robin Hood? If your answer is "I Sherwood," then hitch up your gauntlets and get ready to laugh. This hilarious send up of the Robin Hood story leaves no stone unturned or, at least, tripped over.

You see, it's a little known fact that the famous English bandit was a bit of a klutz. As a kid he practiced with a bow and violin instead of a bow and arrow, so naturally to fight the king's injustices he needed his famous band of women. Women? That's what you get when you send Little John to do the recruiting!

But just as the ladies are persuaded that after they steal from the rich they *have* to give the goodies to the poor, Robin is tricked by a rhyming witch and is taken captive by the evil Sheriff of Nottingham. At the palace, King John, far from sounding like royalty with his hick accent, holds a festival to trap all of Robin's followers.

Sword play and derring-do plus a lot of cheap tricks allow goodness to triumph over evil and Robin Hood to win the hand of the lovely Maid Marian. Needs only two easy sets, the forest and throne room. Here's a high-spirited romp that's right on target!

CAST

(5 men, 8 women, extras as Peasants or Palace Guards)

KING JOHN: A selfish king with a deep accent.

ROBIN: A bit of a klutz but lovable.

SHERIFF of NOTTINGHAM: Nicely evil.

MARIAN: A self absorbed lady who loves Robin.

LITTLE JOHN: A big hulk of a guy.

FRIAR: A portly man of the cloth (doubles as King Richard).

WITCH WAYE: A rhyming witch.

ANNIE: A peasant who becomes one of Robin's merry persons.

FREIDA: Another.

SUE: Another

GUARD 1: Attendant for the king.

SELLER 1: Sells spices (doubles as a Guard).

SELLER 2: Sells Italian foods(doubles as a Guard).

Time: The deep dark past when knighthood was in flower.

Place: Sherwood Forest and King John's castle.

SFX: Fight bell, snoring.

SETTING

The setting for this tale calls for a practically bare stage. Act I takes place in Sherwood Forest. For the stream and bridge you'll need a long roll of blue fabric, several large wooden blocks and a board to lay between them. Act II takes place in the castle with throne and banners. There is a large trunk perched on a covered table on the SR side of the proscenium. Underneath the table is a large cage. The table's far end is offstage, allowing props and actors to literally enter onstage underneath the table and through the trunk when it is open.

COSTUMES

Actors should wear simple, loose-fitting shirts and trousers in bright colors. A simple hood, vest, hat, etc. can be added and will be both effective and easy for quick changes. King John, Marian, and King Richard, should dress more royally. The Palace Guards should dress in uniform and Witch Waye should be in black with a cloak. The Friar will need a long monk's robe with rope belt for Act I and peasant clothes for Act II. Little John will need a cape and top hat for Act II. The Sheriff, who has a mustache and goatee, needs a large, star-shaped badge with the word "Fuzz" on it and an extra monk's hood and robe. In Act I, Freida will need a vest with three arrows attached at the back and all three ladies, Annie, Sue, and Freida, will need veils for Act II. Also in Act II Annie will need a monk's robe and Robin will need a dress and veil.

ACT I

(AT RISE: In Sherwood Forest. Several humble peasant women, including FREIDA, ANNIE, SUE, and any EXTRAS, are upset about King John.)

FREIDA: Oh, what are we to do? That wretched King has taken all of our property and still he wants more.

ANNIE: We must stop him.

SUE: What can we do? We are only humble peasants. We need a good leader.

ROBIN: *(Sauntering in SR.)* Is this true about King John? That he is a blight on the land and a power-hungry tyrant?

ANNIE: And he doesn't brush his teeth, either.

ROBIN: Perhaps someone should speak with his highness. Sometimes, even your best friends won't tell you.

(MARIAN enters SL, looking at one of HER nails.)

ROBIN: Ahh! The beautiful Maid Marian approaches. *(SHE stops and poses. The PEASANT WOMEN gag at HER preening.)* See, how radiant she is in the morning light. How delicate like a thistle, how pristine, how gentle. *(MARIAN turns HER face upstage and sneezes loudly.)*

MARIAN: Ahcheeeeeoow!!! *(SHE then fans herself with her hand.)*

FREIDA: I wondered what was scaring all the deer off.

(ROBIN crosses to MARIAN.)

ROBIN: M'lady, might I have a word with you?

MARIAN: *(Fearful.)* Oh! Are you some bandit come to carry me off? Come to rob me and then hold me for ransom? Some derelict, unwashed and ill mannered, come to transgress upon my purity?

ROBIN: No. You expecting someone else?

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MARIAN: *(Far off.)* No, I just had this dream...never mind.
Who are you, knave?

ROBIN: I am Robin of Locksley, squire of the lowlands and
heir to the estate south of Sherwood.

MARIAN: That's a bit windy. What do your friends call you?

ROBIN: Scary.

MARIAN: Well, pray tell, Scary, what business do you have
to speak to me in such a rude manner?

ROBIN: 'Tis only that I wish to speak about that wretched
King John. That slug, that rat, that pond scum.

MARIAN: He's my uncle.

ROBIN: *(Quickly changing.)* I hear he's a good dancer.

MARIAN: Robin of Locksley. I believe, perchance, I have
heard of you. *(The PEASANT WOMEN exit in disgust.)*

ROBIN: *(Leads her to a large rock. THEY sit down.)* M'lady,
perhaps you may think me bold but I must speak and
unleash the torrent of feeling that I suddenly have for you,
your beauty and your being. Do you believe in fate,
m'lady?

MARIAN: I believe that I do everything towards an end, that
I was put here for a purpose and it leads me and makes
me, with it's very presence, seem indeed heavy.

ROBIN: Uh, yeah, well...I think it is that old rogue, Fate, that
has chosen this day for our paths to cross. That you and
I were chosen for each other and to rebel against our
destinies would be sheer folly. We two are destined to
meet and mingle.

MARIAN: *(Pause.)* And that line works?

ROBIN: Please, m'lady, whatever is to come, whatever lies
on the road ahead, remember me in a kind light. And I
shall ever be thy servant. *(HE rises, bows and kneels at
HER feet.)*

MARIAN: *(Looks down.)* Lose a contact?

*(GUARD 1 enters SL carrying a horn. SHE puts it to her lips
and blows several uninspired blasts. SHE then places the
horn under her arm.)*

End of Freeview

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