

The Four Teams

By Brent Holland

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DEDICATION

A special Thanks to Judy Yeager and Bill Scull. Judy was a fireball of a principal and my first boss in education. She was the perfect administrator for an alternative school and is one of my educational heroes. Bill was the Assistant Principal of that school and my friend. He kept me out of trouble with Judy and was my mentor for years. Both are true dynamos and great people.

STORY OF THE PLAY

Students with behavioral issues have been volunteered to be subjects in a government-sponsored experiment. Paid for their time and participation in the study, they will play games in an attempt to be the last team remaining. The purpose of these challenges is to test territorial and personal boundaries when placed under external duress. What happens when teammates must turn on their own? How far will they go to protect their territory? When a knife is introduced, the stakes become real... but so does the prize money.

The Four Teams

- 3 -

CAST OF CHARACTERS

(Flexible cast of 19)

The teams are made up of high school students from four alternative educational schools.

Red-ONE: 33 lines.

Red-TWO: 22 lines.

Red-THREE: 80 lines. Female.

Red-FOUR: 10 lines.

Blue-ONE: 5 lines.

Blue-TWO: 15 lines.

Blue-THREE: 20 lines.

Blue-FOUR: 9 lines.

Black-ONE: 17 lines.

Black-TWO: 19 lines.

Black-THREE: 11 lines.

Black-FOUR: 4 lines.

White-ONE: 31 lines. Very intimidating male or female.

White-TWO: 63 lines.

White-THREE: 24 lines.

White-FOUR: 6 lines.

GAMEMASTER: A specialist in charge of the rules of the game.

RUNNELS: The real mastermind behind this experiment.

VAN SLYKE: Runnels' associate and co-conspirator.

The Four Teams

- 4 -

SETTING

A room split into four equal areas with moveable cones

TIME

Now

COSTUMES

Students wear matching team shirts – blue, red, white, and black

Gamemaster has an earpiece

Runnels wears a suit

Van Slyke has an earpiece and wears suit

PROPS

Cones or dividers for each of the four team sections

Chairs or desks

Notecards for Gamemaster

Pen and paper

Swiss army knife

Two boxes which contain 2 red and 2 green dice

Two ornate boxes which contain an ornate knife and a letter

The Four Teams

- 5 -

The Four Teams

(As the LIGHTS come on, we see the stage split into four sections. It is divided with cones or other floor markers. In each section the FOUR TEAMS in matching shirts congregate.)

GAMEMASTER: Okay, it looks like we have everyone here, so if each of you could be seated, we can get started. *(No one is listening.)* Excuse me, but the game can not start until everyone is listening.

(EVERYONE still continues to talk.)

White-ONE: *(Loudly.)* Everyone sit down and shut up.

(It gets quiet.)

GAMEMASTER: Thank you. If you could please sit with your groups, that would be appreciated.

White-ONE: *(Again, with volume.)* Sit with your colors!

Red-TWO: *(To another RED TEAM MEMBER.)* Who put that guy in charge?

GAMEMASTER: Just sit with your teams please.

(TEAMS sit on chairs or the floor.)

GAMEMASTER: Thank you.

Blue-FOUR: What are we doing here?

GAMEMASTER: I'm about to explain that to you if you will have a seat and listen.

Blue-FOUR: Gotcha.

GAMEMASTER: First of all, thank you for your attendance today.

Red-TWO: Did we have a choice?

GAMEMASTER: You are being paid for your participation.

Red-THREE: Our principal told us that we didn't have a choice.

The Four Teams

- 6 -

GAMEMASTER: To my understanding, that's not the way it was supposed to work.

Blue-FOUR: We're all volunteers. (*Looking at the BLUE TEAM.*) Right?

(*The BLUE TEAM agrees.*)

Blue-ONE: Right.

(*The GAMEMASTER is touching their ear and speaking to someone outside the room.*)

GAMEMASTER: The red team claims they were forced to be here by their principal. (*Listens.*) Okay. Do you want me to continue? (*Listens.*) Understood. (*To the TEAMS.*) Were any of the rest of you coerced to be here?

Black-TWO: Coerced?

GAMEMASTER: Forced to be here.

Black-TWO: No, we were allowed to sign up.

White-FOUR: We had to try out to be chosen.

GAMEMASTER: That's interesting. (*Talks to the person listening.*) Is that fine? Okay.

Blue-TWO: Who are you talking to?

GAMEMASTER: You have each volunteered to participate in a government-sponsored experiment.

Red-THREE: No, we didn't.

GAMEMASTER: Understood. (*A beat.*) The government agency responsible for this experiment hired me to moderate today's game.

Blue-TWO: So, you're talking to the people in charge?

GAMEMASTER: That is correct.

White-TWO: Which agency?

GAMEMASTER: Excuse me?

White-TWO: Which agency are you working for?

GAMEMASTER: (*Listening to earpiece.*) That's not important.

Red-THREE: It could be to us.

GAMEMASTER: (*Forcefully.*) It isn't.

White-TWO: Okay then.

End of Freeview

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