

UNCLE NEDDY'S LAST STAND

By Pat Cook

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STORY OF THE PLAY

“Doing a kiddie show is like playing the bagpipes,” Uncle Neddy says. “Who knows when you make a mistake?” And, whether it’s hunting down an escaped snake or sawing a lady in half, he and his sidekick, Skeezi the clown, have been at it for decades. Such is local TV when it’s done live. However, when the new station manager plans to get rid of his show, then it’s time for action. But, is Neddy doing anything about it, or has he finally flipped out? And the station manager is no help. “Just because he owns the station doesn’t mean he’s ever seen it,” Neddy explains. Filled with oddball characters, from a neurotic moose-toting puppeteer to a muscle-bound yes-man, this frantic slapstick comedy races along with action on both sides of the stage. Just who is doing what to whom? Everyone is tuning in to the final show to find out what’s going to happen on Uncle Neddy’s Last Stand.

SETTING

There are two small sets involved with the saga of UNCLE NEDDY. On SL rests a large box utilized as a sort of desk. On the front of the box are large, colorful, friendly letters proclaiming “Uncle Neddy’s General Store.” Behind the box are stage walls decorated with various bottles and packages, befitting an old-fashioned general store and one practical door.

On SR is Neddy’s dressing room, complete with a vanity table, telephone, large mirror and lights. A small TV monitor rests on the vanity facing US. There is also a beat-up couch and extra chairs. This room is cluttered with old clothes, props and handbills. It, too, has one door.

CAST OF CHARACTERS

(5 M, 5 W)

NEDDY - A kiddie show host, in his mid-50s full of wonder and with an off-center sense of humor.

SKEEZIX - Neddy's sidekick, a wisecracking clown, intensely loyal and slightly warped.

JUDY - A wide-eyed woman, around 30, who puts up with the others.

TIGE - The puppeteer for Neddy's show, he is in his mid-20s.

BEVERLY - The television station manager, a devious woman in her mid-30s.

KAREN - The stage manager who's ready to kiss up to anybody.

WANDA - The show's director, a complaining lady, also in her mid-30s.

BRUCE - A haughty muscle-man type, not too bright.

KRISTY - Neddy's long-suffering daughter.

FRANK - The sponsor of Neddy's show, around 30.

TIME: The present

PLACE: "Uncle Neddy's General Store" and dressing room

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SYNOPSIS OF PLAY

ACT I

Scene 1: Afternoon at "Uncle Neddy's General Store"

Scene 2: Later that night

Scene 3: The next day

ACT II

Scene 1: The next day

PROPS

TIGE: A moose puppet, a hammer, a handsaw, a pair of pliers, a box of nails, a level

SKEEZIX: A bicycle horn, alimony note, lunch menu, shrew bill, a chainsaw, a large magician's cloth, covered in stars and half moons, a stand-up ladder, a baseball bat, large shoes, chair, topcoat, lady's wig, large handbag

NEDDY: A set of blueprints, a large "storybook", a pie box, a pie, telephone, rocking chair,

JUDY: A small cage, a jar with a fake spider in it

KAREN: headset, clipboard, wristwatch, phone with long cord

BEVERLY: briefcase, a large flat paperback book - a TV ratings book, rubber snake, watch

BRUCE: A man's wallet, necktie, large bundle of notes

WANDA: a large notebook with pages, removable door

KRISTY: glasses

ACT I
Scene 1

(Before the LIGHTS come up, we hear NEDDY'S MUSICAL JINGLE and an ANNOUNCER.)

ANNOUNCER: Hey, kids, what time is it?

KIDS' VOICES: It's time for Uncle Neddy!

(AT RISE: LIGHTS come up and NEDDY enters through the general store door and closes it. The MUSICAL JINGLE fades out.)

ANNOUNCER: That's right. Brought to you by the R.E.M. Corporation, Uncle Neddy's General Store is coming to you llliiive!

NEDDY: Good moooorning, boys and girls, come on in and browse around. We're going to have great fun today, shopping around my emporium of fun and frolic. Right? *(KIDS cheer offstage.)* Of course. *(HE crosses next to the desk.)* Well, let's see what we're going to do today. We're going to build a tree house, and we're going to have a visit by another animal from the Central Zoo. Won't that be fun? *(HE smiles and waits, then he looks off.)* Fun? *(KIDS cheer again.)* Kinda caught you by surprise there, didn't we? It's been like that all morning.

(WHOGOOST, a moose puppet, pops up from behind the desk.)

WHOGOOST: Hi, Uncle Neddy.

NEDDY: Oh, look kids. It's Whogoost the Moose.

WHOGOOST: Hi, kids. *(KIDS cheer.)*

NEDDY: What can I do for you, Whogoost?

WHOGOOST: I just wanted to drop by and ask if you can help me out.

NEDDY: I'll help you out. How'd you come in? *(HE smiles at the audience and then shakes his head.)* I'm getting too esoteric.

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WHOGOOST: Hah?

NEDDY: Help you out with what?

WHOGOOST: Oh. Well, Uncle Neddy, I'm going to build a tree house, and I want you to show me the right way to do it.

NEDDY: Of course. Do you have any tools?

WHOGOOST: Sure. I used to have a tool belt but I found something better than that.

NEDDY: What?

WHOGOOST: I just hang all my tools on my antlers. *(IT looks out at the audience.)* Course, when I walk the wrenches hit me in the face.

NEDDY: What tools do you have?

WHOGOOST: I see what you mean about esoteric.

NEDDY: *(Starting to get edgy.)* Get the tools.

WHOGOOST: Well. *(IT dips down and pulls up a hammer in its mouth.)* I mot a habber.

NEDDY: What?

WHOGOOST: I baid ... *(IT "spits" the tool onto the desk.)* Ptooieeee! I said I got the hammer.

NEDDY: Don't talk with your mouth full. *(To the audience.)* A lesson there for us all, kids. Never talk with your mouth full.

WHOGOOST: Especially when it's full of hammer.

NEDDY: Go on.

WHOGOOST: *(To the audience.)* Another lesson for us all.

NEDDY: Who's going to put a hammer in their mouth?

WHOGOOST: Well, one out of one mooses do it.

(NEDDY picks up the hammer and waves it at the MOOSE.)

NEDDY: Don't you have any plans?

WHOGOOST: I was going out for a drink after the show.

NEDDY: *(Covering quickly.)* I mean, plans for your new tree house. *(To the audience.)* You should always plan ahead, kids. And I'm planning a new one for this moose here.

WHOGOOST: Is that like a threat?

NEDDY: Just like. You can't tell them apart.

End of Freeview

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