

Camp Omigosh

By
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DEDICATION

To my daughters, Mackenzie and Emily.

STORY OF THE PLAY

Connor's summer is off to a rough start: the camp bus almost crashes, his cabin mates don't trust him, and the girls on the other side of the camp constantly outsmart him. But when he and his friends Tasha, Parker, and Kimberly investigate the mystery surrounding the "Ghost of Dead Billy," they begin a hilarious adventure that is worlds away from a typical campfire story. This haunted camp comedy with a sci-fi twist has it all: ghosts, aliens, robots, plant zombies and, of course, dodgeball.

For more information about the novel *Camp Omigosh* visit:
www.wadebradford.com

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CAST OF CHARACTERS:

(5 m, 10 w, and 5 - 10 flexible.)

The Kids of Camp Omigosh:

CONNOR (m): Our unlikely hero

TASHA (f): Smart camper

PARKER (m): Cabin mate with Connor

KIMBERLY (f): Strong-minded camper

DEZI (f): Friends with Mary, turns into a Plant Zombie

MARY(f): Friends with Dezi, turns into a Plant Zombie

SHELDON(m): Raymond's friend, turns into a Plant Zombie

RAYMOND(m): Sheldon's friend, turns into a Plant Zombie

TESSA (f): Best friends with Vanessa, loves animals

VANESSA (f): Best friends with Tessa, loves animals

Optional: Extra Campers (flex)

The Teen Counselors of Camp Omigosh:

ULAH (f): Nonspeaking. Wears loose work gloves

THE SILENT SWEDES (3 – 5 Teens- flex): Nonspeaking.

The “Grown-Ups” of Camp Omigosh:

Note: For the most humorous results, young actors can play the adult characters. Also, it might be awesome if an adult teacher/director plays one of the adult roles.

MR. WARREN (m): Camp director

COACH DUNBOM (flex): Dodgeball-loving camp coach

MS. FINKLE (f): Bus driver who loves coffee

MS. GREENBLATT (f): Camp nurse and art director

MS. HOBBS (f): Camp dance instructor

The Weird Things of Camp Omigosh:

GHOST (flex): Should appear as a young boy

ALIEN (flex)

1-2 ALIENS who speak gibberish (flex)

RICH ALIEN (flex)

2- 4 ROBOTS (flex)

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SET

The play takes place at various locations in a run-down summer camp.

There is no need for major sets. Cabins, school buses, and nature trails can be represented by the occasional cots, chairs, tables, and sign posts.

If there is a backdrop that can represent the forest, that would be ideal. And, if creative lighting and sound effects can convey some of the suspense and magic to *Camp Omigosh*, then the audiences, cast, and crew are in for a fun ride. The sound effects in this play don't need to be realistic. They can be over the top. They can even be made by some of the actors on the stage.

ACT I

Scene 1

(AT RISE: The KIDS sitting in two rows of chairs representing a bouncy old school bus. Bus driver, MS. FINKLE, sits in the front, holding a steering wheel.)

KIDS: *(Singing.)*

Thank you Mrs. Bus Driver, Bus Driver, Bus Driver!

Thank you Mrs. Bus Driver, thanks for the ride.

Your seats are so lumpy, the ride is so bumpy,

But thank you Mrs. Bus Driver, thanks for the ride!

FINKLE: Pipe down! I'm trying to drive!

(CONNOR stands up a moment, moving DSC to narrate.)

CONNOR: This is how my summer began. Stuck on the world's oldest school bus. Headed for the world's lamest summer camp. Singing one of the world's most annoying songs. It couldn't get any worse, right? *(Moves back to seat and sits.)* Wrong.

(SFX: A tire blows. Screeching, swerving sounds.)

FINKLE: Flat tire! I'm losing control! Everyone remain calm!

(EVERYONE panics. The KIDS swerve to the left then swerve to the right. Then everyone moves in slow motion. Everyone except CONNOR.)

CONNOR: Look at us. We all think we're going to die. We're driving on a mountain road in the middle of nowhere, right next to a cliff. I may not look scared right now because I'm narrating this story, but believe me, I am freaked out. So freaked out that I grab hold of whatever is next to me.

(CONNOR grabs TASHA'S hand. EVERYONE looks straight ahead and yells. SFX: Screeching brake. Perhaps made by

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the bus driver. ALL jerk forward to a stop.)

TASHA: Why are you holding onto my hand?

CONNOR: Sorry. *(Quickly lets go.)*

FINKLE: Everybody off the bus!

*(KIDS stand up, walking in a line, pretending to exit the bus.
MR. WARREN enters.)*

MR. WARREN: Hi, campers! Is everyone okay? It's me, Mr. Warren, your friendly camp leader. We saw what happened from the other bus. Wow! I guess they don't make tires like they used to. And right when we're just a few miles away from Camp Omigosh. Well, don't worry, I'll fix this in a jiff. I just need the, uh—

FINKLE: Jack.

MR. WARREN: Yes. And the, uh—

FINKLE: Tire iron.

MR. WARREN: Exactly.

FINKLE: I hope you know what you're doing. I don't like staying in these woods. One too many ghosts out there...

MR. WARREN: Now, Ms. Finkle...remember what we discussed.

(Most of the KIDS stand in a semi-circle, backs toward downstage, hiding MR. WARREN from the audience.)

CONNOR: *(Sitting on the stage. Shuffling a deck of cards.)*
Too many ghosts? Whatever. Time to do what I do best. Make a little money and a lot of friends. *(To GIRLS.)* Hey, ladies, do like to play cards?

(DEZI and MARY approach, looking serious.)

DEZI: No.

MARY: We came to this camp to play sports.

CONNOR: Well, this is almost like a sport.

DEZI: What's it called?

CONNOR: It's called Find the Queen. It's a game my dad

End of Freeview

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