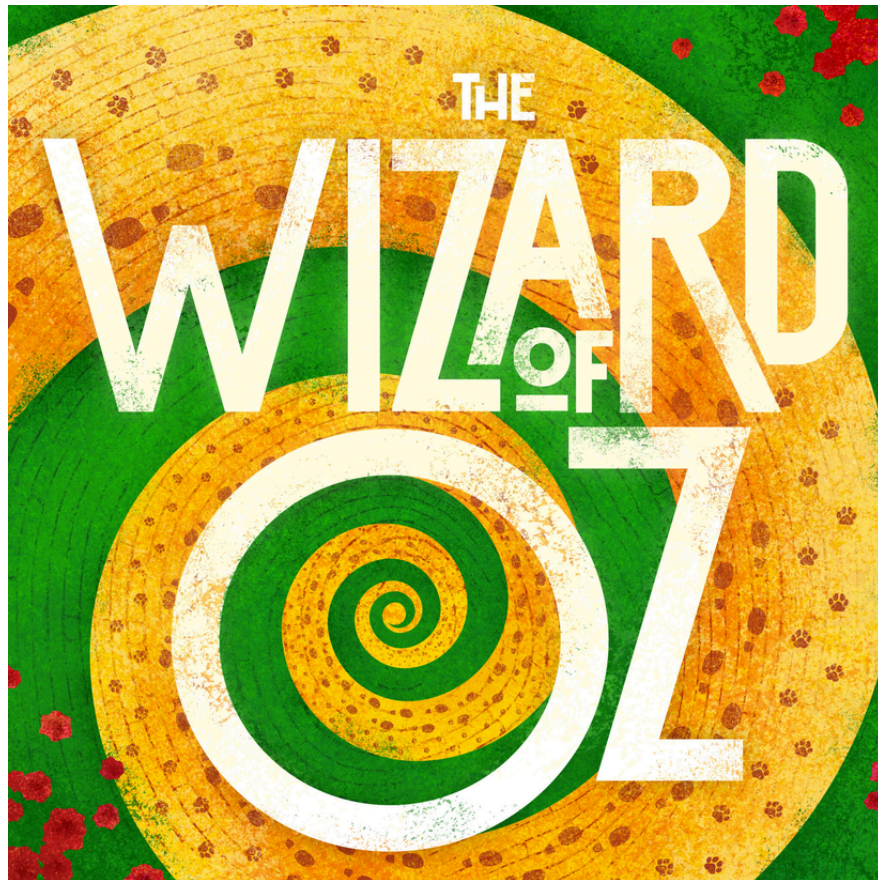


ABOUT SSMT'S



RELAXED PERFORMANCE

TUESDAY, JULY 30TH AT 1:30PM

CHARACTERS

Dorothy Gale

Aunt Em - Emily Gale

Glinda - The Good Witch of the North

Uncle Henry - Henry Gale

Emerald City Gaurd

Zeke - Farmhand

Cowardly Lion

Hickory - Farmhand

Tinman

Hunk - Farmhand

Scarecrow

Miss Almira Gulch

The Wicked Witch of the West

Professor Chester Marvel

The Wizard of Oz

Ensemble

****REFER TO CHARACTER GUIDE FOR MORE DETAILS****

SCENES

ACT ONE

Scene One - The Kansas Prairie

Dorothy comes back from a walk with Toto, where she runs into Aunt Em and Uncle Henry, and the three farm hands.

Scene Two - The Rainbow

Dorothy sings the classic song “Somewhere over the Rainbow”.

Scene Three - Kansas

Mrs. Gulch comes to take away Toto, but Dorothy tries to fight her on this. Dorothy’s friends do not stand with her, so she runs away.

Scene Four - Gypsy Caravan

Dorothy ends up running to a Gypsy Caravan, where she meets the Professor, who reminds Dorothy why her family is important to her

Scene Five - The Twister

A twister comes, but Dorothy is unable to get to the storm shelter in time.

Scene Six - Munchkinland

Dorothy lands in Oz, more specifically in Munchkinland. In her arrival Dorothy crushes the Wicked Witch of the East., which makes her a hero to the Munchkins and Glinda the Good. A song is sung in celebration.

SCENES (CONT.)

ACT ONE

Scene Seven - The Wicked Witch

There is a disruption in the celebration when the Wicked Witch of the West comes to find her sister has died and wishes revenge on Dorothy. Dorothy tells Glinda she wants to go home, but Glinda informs her the only way to do so is by seeing The Wizard in the Emerald City. With that new information, Dorothy begins her journey on the yellow brick road.

Scene Eight - Scarecrow - The Cornfield

Dorothy is walking on the yellow brick road when she comes across the Scarecrow.

Scene Nine - Crows in Cornfield

Dorothy learns that the Scarecrow wishes to get a brain from The Wizard, so he joins Dorothy on her journey.

Scene Ten - Tinman with Apple Trees in Front of His Cottage

While on the journey Dorothy becomes hungry, but the duo find themselves in front of some apple trees. Once the trees are empty a Tinman is unveiled, but before he can talk he needs some oil. Once he can talk we learn how he came to be and what he is missing. The Tinman ends up joining Dorothy and the Scarecrow on their journey in hopes of getting a heart from The Wizard.

SCENES (CONT.)

ACT ONE

Scene Eleven - Want to Play Ball?

The Wicked Witch returns to scare the new friends, but they persevere and continue on their journey to The Emerald City.

Scene Twelve - The Lion - Wild Forest

Walking through a scary forest, Dorothy and her friends run into the Cowardly Lion. Dorothy and friends learns that the Cowardly Lions wishes to gain some bravery from The Wizard, so he joins the friends on their journey.

Scene Thirteen - Poppies

The Wicked Witch is unhappy with the optimism the friends have gained, so she puts a spell on some poppies they pass through. The friends fall asleep in the poppies, but Glinda comes to save the day, and put the friends back on their journey to The Emerald City.



SCENES (CONT.)

ACT TWO

Scene One - Outside the Gates of Emerald City

The friends arrive at the Emerald City where they are greeted by the City Gaurd.

Scene Two - The Town Square, Emerald City

The friends enter the Emerald City, where they discover the wonders of the city. The joyous arrival is dirupted by the Wicked Witch in her search for Dorothy. The disputation does not last long, and the gaurd goes to see if The Wizard is taking any vistors. While he is gone, we learn what the Lion will do with his bravery. Eventually the gaurd returns and the friends enter The Wizards chambers.

Scene Three - The Wizard's Chamber

As the friends are in the chamber, it is not what they expected and they learn they must get the Wicked Witch's broom stick in order get what they want from The Wizard.

Scene Four - The Gates of Emerald City

(Butterfly Net)

The gaurd points the friends in the direction of the Wicked Witch's castle.

Scene Five - The Witch's Castle (Winkies)

The Wicked Witch interacts with the Winkies and devises a plan with her flying monkey on how to defeat Dorothy and friends.

SCENES (CONT.)

ACT TWO

Scene Six -The Haunted Forest

The friends seem to be lost in the woods when they come across the Wicked Witch's Jitterbugs. These bugs make it so the friends can not stop dancing.

Scene Seven - Flying Monkeys

Exhausted from the Jitterbug, Dorothy is taken by a flying monkey to the Witch's castle. The others decide to go after her.

Scene Eight - The Witch's Castle

Dorothy is trapped in the Witch's castle, but manages to get Toto out to get help from the others.

Scene Nine - Main Gate of the Witch's Castle (Stripping the Winkies)

Toto meets back up with the other friends. They devise a plan to get Dorothy back, through dressing up as Winkies.

Scene Ten - The Witch's Chamber (The Rescue)

The friends break Dorothy out of the tower she is locked in. The escape does not go smoothly as the Witch catches them. In a desperate measure Dorothy grabs a bucket of water to splash the Witch. This kills the witch and they all celebrate and get the broomstick to bring back to The Wizard.

SCENES (CONT.)

ACT TWO

Scene Eleven - The Wizard's Chamber (Humbug)

Dorothy and friends return to the Wizard's Chamber in hopes they receive what they originally wanted. They realize The Wizard is just man, but is still able to give the friends what they wanted. In Dorothy's case she must travel back to Kansas on a balloon with the Wizard to get back home.

Scene Twelve - Balloon

At the hot air balloon, the Wizard says goodbye to the people of Oz and gets on the balloon with Dorothy. Just as they are going to lift off Toto runs off, and Dorothy chases after, but misses the take off of the balloon.

Scene Thirteen - Farewell to Oz

Worried she will never be able return home, Glinda comes to save the day. Glinda share Dorothy has had the way home all along, when she clicks her red ruby shoes three times she will return home.

Scene Fourteen - The Kansas Prairie (Home!)

Dorothy is back home and she happy to see all she left behind and vows to never run away again.

Bows

The cast bows, thanking the audience for attending the show.

PUPPETS

In this performance, the use of puppets are used to aide the storytelling.

Puppets are figures used and operated by actors to bring other characters to life.

Here are some of the puppets we have:

