

DON'T ROCK THE BOAT

the musical

*Story by Tim Kelly
Music and Lyrics by Larry Nestor*

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CHARACTERS

11 M, 14 W,

Extra Passengers and Pirates as desired.

BORIS: A student at Maritime H.S.

DOUGLAS: Another.

MIKE: Another.

MR. CRANKMEYER: Their teacher - huff and gruff.

ARLENE ZANE: Young, pretty cruise director, practically the only sane one on board.

JOGGER: An exercise nut.

BRENDA: A student dreaming of stardom.

JAN: Another.

PENNY: Another.

HONEY HOTCHKISS: A fabulous but dumb film star.

MISS BUFORD: Her secretary.

COMMODORE WITHERS: Retired Navy man.

MRS. WITHERS: His lady.

ANTONIO: An emotional engineer.

CODY: Seasick second-in-command.

TOM BUTTERWORTH: Young, likeable captain.

VICTOR BEY: Hollywood producer - hates Honey.

MISS MARSHALL: From the insurance company.

NURSE: Has trouble giving injections.

1ST OLD LADY: A passenger.

2ND OLD LADY: Another.

MAX: Shady character.

TRIXIE: His accomplice.

PIRATE #1: On board without a ticket. A male.

PIRATES #2: Another. A female.

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SONGS

"We Are Sailors" - *Mike, Boris, and Douglas*

"Big Feet Run in My Family" - *1st verse, Jogger*

"How Do You Define 'DeVine' " - *Brenda, Jan, and Penny*

"Real Tears Ain't (Aren't) Easy" - *Honey and Miss Buford*

"Big Feet Run in My Family" - *2nd verse, Jogger*

"Jumpin' Ship" - *Arlene, Captain, and Cody*

"Big Feet Run in My Family" - *3rd verse, Jogger*

"Hurricane Headed This Way" - *Ship's crew*

"Nice Ice" - *Max and Trixie*

"Doin' the Hula in Bamboola" - *Antonio and Pirates*

"Is Everybody Happy?" - *Brenda, Jan, and Penny,
Mike, Boris, and Douglas*

"Hey Rock, Rock, Rock 'n Roll" - *Finale by cast*

**Optional song of director's choosing for Honey Hotchkiss in Act II, Scene 2.*

SETTING: On the cruise ship *Vengeance*.

TIME: The present.

ACT I: The main lounge. Morning.

ACT II: Scene 1, The following day.
Scene 2, That night.

ACT III: Later.

FLEXIBLE CASTING

If necessary, some female roles can be switched to male. They are JOGGER, MISS BUFORD, NURSE, FIRST LITTLE OLD LADY, and MISS MARSHALL. Some male roles which can be changed to female are MAX and PIRATE. For doubling, MISS MARSHALL of ACT I can become a PIRATE, LITTLE OLD LADY, or PASSENGER in ACT III. EXTRAS: Use extras as passengers and pirates. Get big laughs by casting faculty members as MISS MARSHALL or CRANKMEYER.

HAND AND PERSONAL PROPERTIES

ACT I - Seabags (duffel or laundry bags) for BORIS, DOUGLAS, and MIKE; whistle for CRANKMEYER; clipboard for ARLENE; towel for JOGGER; cosmetic kits for BRENDA, JAN, and PENNY; steno pad and pencil for BUFORD; nail brush for HONEY; jewelry and stuffed dog for MRS. WITHERS; bandanna for ANTONIO; attache case with legal papers, wristwatch for MARSHALL; hypo and orange for NURSE; gong for BORIS.

ACT II, Scene 1: Drab sweater, eyeglasses, knitting bag and needles for TRIXIE; hypo for NURSE; playing cards for VICTOR; magazine for COMMODORE; comb for MRS. WITHERS; mops, pails, and bandannas for JAN, BRENDA, and PENNY; tray with cup, saucer, spoon, and napkin for MIKE; tattered trousers for CODY; umbrellas for LITTLE OLD LADIES.

ACT II, Scene 2: Pipe for COMMODORE; masks for PIRATES; nail file for HONEY; horns, noisemakers, confetti, and paper streamers for PASSENGERS; rifles and assorted weaponry for ANTONIO and PIRATES.

ACT III: Weapons for PIRATES; travel folder for JOGGER; knitting bag for TRIXIE and ANTONIO; tray with champagne bottle and glasses for NURSE; business card for COMMODORE.

COSTUMES

Male characters who are crew should wear "whites." Costumes for CAPTAIN, CODY, CRANKMEYER, ANTONIO also have insignias or caps to indicate they're officers. NURSE wears hospital whites. JAN, BRENDA, and PENNY should wear some kind of nautical costume when they do the DeVine act. Ditto for HONEY if she entertains. Assorted costumes should be used in party sequence. COMMODORE should wear a cap and blue blazer and white trousers. JOGGER wears an exercise suit. Adding life jackets, navy pea coats, slickers, etc. helps give the play both a theatrical and cruise ship aura.

SETTING

The main lounge of the Vengeance. It is morning. USC is a bulletin board decorated with travel posters, a sign announcing "Welcome Aboard Party," and a passenger list. One canvas chair is SR and one SL of the bulletin board. DSR is a table with three chairs. Another table is DSL, with three chairs. On the forestage, in front of the curtain, extreme DSR and extreme DSL is a ship's railing - or a suggestion of a ship's railing. On the railings are lifesavers with the word, Vengeance, painted on. Optional nautical items are visible. Entrance into the lounge can be gained by either SR or SL. The set works nicely in drapes or a few scenery flats. (See drawing for further clarification.)

VARIATION OF STAGE SETTING

Use two scenery flats - one USR and one USL. DS is a ship's railing with enough space between so that characters can stroll onstage and it appear they are walking outside the main lounge. A blue cyclorama represents the sea and sky. Characters might stop and, with backs to the lounge, gaze into distance and then

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walk on, etc. A further variation is to have this outside deck placed below the stage's edge on the auditorium floor and have characters promenade. These optional set variations help reinforce the "on board" feeling.

GENERAL ATMOSPHERE

In your lobby hang some cruise ship posters, life savers, etc. Have ushers and usherettes wear sailor suits or life preservers. At intermission serve Vengeance Punch and Sea Biscuits (cookies).

PARTY SCENE

If there's time between first and second scene of ACT II, put up some balloons or decorations. This will have to be done quickly while the brief scenes are enacted at the railings. Also, if some of the cast are entertainers (magician, dancer, singer, musician, etc.), they can also perform at the floor show.

STAGING TIPS

Keep the action and songs lively. Each cartoon incident piles onto another, building for farcical effect. Don't allow dialogue, blocking, or interaction to lag. For finale, entire cast lines up across stage, behind railing, and rocks from side-to-side, hoping to free the *Vengeance* from the sandbar as they sing, "Hey Rock, Rock, Rock n' Roll." They may wave and toss paper streamers into the audience as if they had come to see them off on a cruise. Add the sound effects of a ship's horn or ship's bells.

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ACT I

(AT RISE: The lounge is empty. Voices from off SL.)

BORIS' VOICE: This is a great opportunity, Mr. Crankmeyer.

CRANKMEYER'S VOICE: Ha!

DOUGLAS' VOICE: We won't disappoint you, Mr. Crankmeyer.

CRANKMEYER'S VOICE: I've heard that before!

MIKE'S VOICE: Honest.

CRANKMEYER'S VOICE: Time will tell.

(BORIS, DOUGLAS, and MIKE, carrying sea bags, enter SL, cross CS. They are energetic and eager.)

BORIS: We're lucky to have you for a teacher, Mr. Crankmeyer.

DOUGLAS: Coming up with a fantastic idea like this.

MIKE: Working on a cruise ship for our final exam.

(CRANKMEYER enters behind THEM. He is gruff and tough and the BOYS are terrified of him. He takes out a whistle, blows it. Instantly, the boys snap to attention and the sea bags drop to the deck. He walks back and forth in front of them, like an admiral inspecting his crew.)

CRANKMEYER: You may think working on a cruise ship for your final exam is a fantastic idea, but I kid you not. If anyone of you three fouls up, it will be the last ship you ever set foot on. Understand??!

BOYS: *(Softly.)* Yes, sir.

CRANKMEYER: I didn't hear you.

BOYS: *(Loudly.)* Yes, sir!

CRANKMEYER: Yes, sir, what?

BOYS: *(Loudly.)* Yes, sir, Mr. Crankmeyer!

CRANKMEYER: Now hear this. I've taught at the Maritime High School for many years and I've never had to fail one student - until now. Until I found the Three Stooges in my class.

End of Freeview

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