

Out of the Woods

*Book, Music, and Lyrics
by Stephen Murray*

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STORY OF THE MUSICAL

A group of students enrolled in a technology-free wilderness camp find themselves lost in the middle of the woods. As darkness falls, a mysterious counselor that wasn't introduced at orientation finds the students and sets up camp with them ("Backwoods Ranger"). Around the campfire, the students and counselor share ghost stories and tales of the mysterious creatures of the forest ("Sasquatch's Lament" and "Chupacabra"). But not all creatures are big and scary. Gnomes also appear and sing that they are guardians of the woods. Will they ever get out of the woods? ("I Miss My Home"). When the real counselors finally locate the kids and everyone leaves, the creatures can celebrate ("Party in the Forest").

ORIGINAL PRODUCTION

This show premiered August 18, 2023 at Calliope Productions in Boylston, Massachusetts with the following cast:

Ranger Randy: Niklas Figueiredo
Mindy: Cate Tucker
Bella: Brynlee Killeen
Kasi: Abby Canada
Mariola: Lucy Lasell
Joy: Olivia Lubelczyk
Nicky: Angie Borowski
Terry: Emily Heske
Jayden: Ananya Jagannathan
River: Max Strandberg

Sassy: Alexandria Leoni
Mrs. Reed: Ava Wilander
Ada: Madi Mulroy
Francis: Connor Leary
Multiple Roles: Katie Higgins
Multiple Roles: Lilah Miller
Multiple Roles: Rebecca Singley
Multiple Roles: Meghan Callaghan
Multiple Roles: Amelia Wilander
Multiple Roles: Valencia Valles

CAST OF CHARACTERS

(7 w, 7 flexible, ensemble of 8 or more)

RANGER RANDY / MIRANDA LUPO: Achieved full ranger status in the Backwoods Rangers by earning all 273 merit badges. Is actually a werewolf living in the woods who was once a camp counselor, presumed dead in 1985.

MINDY: (w) A camper. Smart, with some leadership qualities.

BELLA: (w) A camper, always hungry, very helpful.

KASI: (w) A camper. Tends to get worried and homesick. Carries a teddy bear with her.

MARIOLA: (w) A camper. Daring and adventurous. Knows about the chupacabra.

JOY / ROY: A camper, obsessed with chopping down a tree.

NICKY: A camper who can be a bit reckless.

TERRY: A camper obsessed with finding Bigfoot.

JAYDEN: A camper who is skeptical of many things.

RIVER: A camper who is somewhat of a hippie child.

SASSY: (w) A Lady Sasquatch. Performed with a puppet or full bigfoot costume.

MRS. REED: (w) Director of Camp Boondocks.

FRANCIS / FRANCES: Camp counselor, a bit absent-minded.

ADA: (w) Camp counselor, technological "genius" ... sort of.

GNOMES 1 - 8: Fantasy characters from the woods who sing, dance, and play kazoo.

CREATURES OF THE WOODS: Animals of the forest. Can be puppets or costumes.

SCARY CHARACTERS: A variety of ghouls, witches, ghosts, and goblins.

CHUPACABRA PUPPETS: Fantasy backup singers, as many as you want!

DANCING TREES: A fantasy ensemble of singing and dancing trees.

This show can be adapted to suit large and small casts. If you have a small cast, a group of performers can play multiple roles such as Gnomes, Scary Characters, Woodland Creatures, Dancing Trees, etc. The actors playing Mrs. Reed, Ada, and Francis can be included in some of that fun as well.

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SETTING

All action takes place in a North American forest. A single set or backdrop.

MUSICAL NUMBERS

1. Lost in the Woods Campers
2. This Is Your Fault Mrs. Reed, Ada, and Francis
3. Out of the Woods Campers and Scary Characters
4. Backwoods Ranger Ranger Randy and Campers
5. Some People Bella and Campers
6. I Want to Chop Down a Tree..... Joy/Roy and Trees
7. Sasquatch's Lament..... Sassy and Trees
8. Chupacabra Mariola and Company
9. Gnomes Gnomes
10. I Miss My Home..... Ranger Randy and Company
11. Time to Say Goodbye Company
12. Party in the Forest Company
13. Curtain Call..... Company

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SONG #1 - LOST IN THE WOODS

(AT RISE: The scene is a North American forest. SFX: of forest noises such as animal calls and insects. The CREATURES OF THE WOODS take the stage and wander about until they notice humans approaching. The creatures disperse as a group of young teenage CAMPERS enter. Many are wearing t-shirts that read "CAMP BOONDOCKS." There is no adult with them. They are lost. The noises of the forest subside as the music begins.)

SOLO 1: Left!! *(ALL move left.)*

SOLO 2: Right. *(ALL move right.)*

SOLO 3: North. *(ALL scatter in different directions.)*

ALL CAMPERS: LOST!

CAMPERS:

WHERE ARE WE? HOW DID WE GET LOST IN THE WOODS?
OUR COUNSELORS WARNED US THAT WE SHOULDN'T
ROAM.

WHERE ARE WE? ALL I SEE ARE TREES.
WILL WE EVER FIND OUR WAY BACK HOME?

OUR PARENTS SENT US TO THIS CAMP WITH NO
TECHNOLOGY.

SO, WE WOULD ENJOY THE GREAT OUTDOORS.
NOW WE'RE IN THE FOREST. CREATURES ALL AROUND.
I HOPE THOSE CREATURES ARE NOT CARNIVORES!

WHERE ARE WE? HOW DID WE GET LOST IN THE WOODS?
ONE WRONG TURN AND THEN WE LOST OUR WAY.

WHERE ARE WE? SOON IT WILL BE DARK.
I HOPE SOMEBODY FINDS US RIGHT AWAY.
I HOPE WE ALL WILL GET BACK HOME SOMEDAY.

JOY/ROY: I think I've seen that tree before.

JAYDEN: It's a tree. You can tell them apart?

MINDY: Each one is unique.

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TERRY: That's right. All we need to do is find the one that gets us back.

KASI: We're doomed.

MARIOLA: We're lost.

RIVER: What happened to our counselor, Francis?

JOY/ROY: Who cares. Francis was boring.

TERRY: Yes, and he was keeping us away from the more interesting parts of the forest.

JAYDEN: What do you mean, "interesting"?

TERRY: You know. The parts of the forest with wildlife and legendary creatures like Bigfoot.

JAYDEN: Bigfoot?

TERRY: Yes, Bigfoot, also known as Sasquatch, the Honey Island Swamp Monster, the Ohio Grassman, and the Wood Booger.

KASI: The Wood Booger sounds disgusting!

TERRY: This is Ground Zero for Bigfoot sightings, Werewolf sightings, and UFO sightings!

NICKY: I think I just had a bonehead sighing.

(Other CAMPERS laugh.)

TERRY: Come on, don't you want a little adventure? Or would you prefer another lecture about ferns by Francis?

RIVER: At least Francis knew the way back to camp.

BELLA: I'm hungry.

MINDY: Some trees are edible.

BELLA: Oh yeah? Which ones?

MINDY: I'm not sure.

JAYDEN: And some are poisonous.

BELLA: Oh yeah? Which ones?

MINDY: I'm not sure.

KASI: We're doomed.

NICKY: *(With sudden intensity.)* Okay. It is time for action. I say we burn down the forest. Get these trees out of the way so we can see where we're going.

RIVER: Are you insane?

NICKY: Maybe I am... and maybe I am!

KASI: That seems a bit extreme.

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MINDY: That's a bit over the top, Nicky, but a fire isn't a bad idea.

NICKY: Thank you, Mindy. You see! Mindy thinks it's a good idea.

TERRY: I think a small fire might be okay.

JAYDEN: (*Poking fun at TERRY.*) As long as it doesn't scare your friend, Bigfoot.

MARIOLA: Okay, who knows how to make a fire?

JAYDEN: Mindy, you're our Velma. How do we make fire?

MINDY: I'm your Velma?

JAYDEN: Velma, from *Scooby-Doo*. The smart one. The one with the answers.

MINDY: Thanks, I think. I'm no Velma.

JOY/ROY: Can I be Fred? I'd look great in an ascot.

RIVER: I want to be Shaggy.

MARIOLA: I'll be Daphne.

KASI: I want to be Daphne.

TERRY: Nobody needs to be Daphne. We need to get back to the camp.

BELLA: If Camp Boondocks let us have cell phones out here, I could use GPS to get us back.

MINDY: The whole point of the camp was to have us survive without technology.

TERRY: (*Sarcastically.*) Thanks a lot, Mom and Dad!

JOY/ROY: You'd think they'd at least let us have a compass.

MARIOLA: What was the thing about the sun?

KASI: Rises in the east...

ALL: (*Murmuring reply.*) ...sets in the west.

JAYDEN: I can't see the sun. It's cloudy and there are a bunch of trees.

TERRY: No problem. As soon as it's dark, we can navigate with the stars. And there's a full moon tonight.

JAYDEN: Did I mention that it's cloudy?

KASI: We're doomed!

MINDY: Wait a minute. I remember something about moss on the trees.

RIVER: It grows on the north side.

MINDY: Then we need to find some mossy trees! Come on!

(The CAMPERS leave the stage. Three camp counselors, MRS. REED, FRANCIS, and ADA, enter.)

MRS. REED: Francis, explain to me again how you lost nine campers!

FRANCIS: We were doing a simple team-building activity. A game of hide and seek. They just happen to be really good at it.

(MRS. REED sings with angry intensity.)

SONG #2 - THIS IS YOUR FAULT

MRS. REED:

HOW COULD YOU LOSE NINE CAMPERS?
HOW COULD YOU LOSE THEM ALL?
I COULD UNDERSTAND IF YOU LOST YOUR
KEYS OR YOUR CELL PHONE.
THOSE THINGS ARE PRETTY SMALL.

BUT YOU LOST NINE PEOPLE.
NOT AN EASY THING, I'D SAY!
WE'RE GONNA BE IN A WHOLE LOT OF TROUBLE
IF WE DON'T FIND THEM RIGHT AWAY!

THIS IS YOUR FAULT!

FRANCIS: *(Spoken.)* My fault?

ADA: *(Spoken.)* Your fault!

MRS. REED:

YOU'RE THE ONE TO BLAME.
YOU'VE BEEN A PROBLEM EVER SINCE THE DAY YOU
WERE HIRED.
THIS IS YOUR FAULT!

ADA: *(Spoken.)* Your fault!

FRANCIS: *(Spoken.)* My fault?

MRS. REED:

YOU'RE THE ONE TO BLAME
SO, FRANCIS, YOU ARE...

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(The MUSIC abruptly stops as MRS. REED realizes that she is related to Francis and could create family trouble by firing him. The music becomes gentler.)

MRS. REED: *(Cont'd.)*

MY SISTER'S YOUNGEST CHILD.
MOM WOULD KILL ME IF I SACKED YOU.
I SUPPOSE YOU CANNOT HELP THE THINGS
THAT PUZZLE AND DISTRACT YOU.

(The MUSIC resumes the earlier intensity.)

SO LET'S FIND THE CAMPERS!

FRANCIS and ADA:

FIND THE CAMPERS!

MRS. REED:

FIND THE CAMPERS!

REED, ADA, and FRANCIS:

FIND THEM NOW!

ADA: *(Holding a paper map.)* Mrs. Reed, I have a map of the whole area. If they stay within the boundaries of the state park, they will be fine. Beyond the boundary is some dangerous territory.

FRANCIS: *(Pointing to a spot on the map.)* I have heard about werewolf sightings over there. I keep the campers away from that area.

ADA: Francis, there is no scientific evidence of the existence of werewolves. But there are plenty of genuine dangers those campers face.

MRS. REED: Thank you, Ada. In the 30 years that I have run Camp Boondocks, we have had a perfect safety record.

FRANCIS: You run a tight ship, Mrs. Reed.

MRS. REED: Apparently not tight enough. Losing nine campers is serious business.

FRANCIS: I'm really sorry about that.

MRS. REED: It's hard enough convincing parents to send their kids to our camp with all that ridiculous folklore about creatures of the night.

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ADA: But hasn't the camp always been one of the safest in the country?

MRS. REED: Yes. Safety has been our biggest selling point. However, back in the 1980s when I was a camper here, there was a horrible tragedy. Something too gruesome to even mention. I became a counselor here, then moved up the ranks, and became the director. My reputation is at stake with these lost children!

ADA: I know you have a lot of pride in this camp, especially how you use no technology. However, Mrs. Reed, I think in this case, technology might be the key to finding the lost campers.

FRANCIS: What are you going to do, Ada? Ask Siri to find the lost kids?

ADA: I wish it were that simple.

MRS. REED: It is true, I believe people should learn to survive in the woods without modern gadgets. But we are in an emergency situation. I will allow technology to find those campers.

ADA: Great! Let's head back to the van. I have some things there that will help us.

(MRS. REED, ADA, and FRANCIS exit. The CAMPERS re-enter.)

JAYDEN: Hundreds of trees and no moss!

TERRY: I wonder if Bigfoot eats moss. I bet that's why we didn't find any!

MINDY: We should keep looking.

BELLA: Maybe if we just stay in one spot Francis will find us.

KASI: Francis spent 15 minutes trying to find his own backpack, and he was wearing it!

RIVER: And that was the worst game of hide-and-seek ever!

(SFX: Strange growling noises are heard coming from offstage.)

JOY/ROY: Did anyone else hear that?

NICKY: You mean the growling, hungry, murder-y sound?

End of Freeview

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