Puss in Boots in the Wild West PANTOMIME

by Kate Goddard

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Puss in Boots in the Wild West PANTOMIME

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A traditional pantomime for a large cast set in the American Wild West with a story based on the story of Puss in Boots.

Dame Calamity Jean and the townsfolk of Dodgy City have their livelihoods threatened by the notorious gunslinging outlaw, Wild Wilma and her incompetent gang, El Zorillo and the three Amoebas. When a dancer visits from the Windy City with his inherited cat, the townsfolk put on their dancing shoes and find a way to stand up to Wilma and save the town.

CAST:

Chief Big Heap Do Lots - Magical Native American Chief (M)

Puss in Boots - a talking cat (M/F)

Dame Calamity Jean - Saloon owner and temporary Sheriff of Dodgy City (M)

Happy Hazard - Dame Calamity's niece (F)

Lulu bird - a naughty bird puppet (puppet)

Mayor Spittoon - Mayor of Dodgy City (M)

Nellie Spittoon - Mayor's wife (F)

Boss Ogg - Boss of the Railroad company from the Windy City (M)

Annie Okay - Boss Ogg's niece - principal girl (F)

Joe Dough - Cabaret dancer from the Windy City - principal boy (F/M)

Flash - Pantomime horse (2 people - M/F)

Miss Lilly L'Avatory - an actress past her prime (F)

Butch - Saloon Barman (M)

Sunnypants - Butch's younger brother (M)

Wilf - Railroad company assistant (M)

Kitty - Dame Calamity's niece and saloon girl (F)

Fanny - Dame Calamity's niece and saloon girl (F)

Wild Wilma - notorious outlaw (F)

El Zorillo - crazy bandit leader (M)

The three Amoebas - three members of the bandit gang (M/F)

Stella - cowgirl from Dodgy city (F)

Flo - cowgirl from Dodgy city (F)

Jim - cowboy from Dodgy city (M)

- *Bill and Bud two decorators (M/F)
- * Mail girls 1, 2 & 3 (can be 1,2 or 3 people. M/F)
- *Singing Tidily tree a singing tree/cactus (M/F)
- *Sand dancers and chicken 3-4 characters in a 'mirage' (M/F)
- *Chorus 1, 2, 3, 4 cowboys/cowgirls for hoe down and bandit dancers for dance off (M/F)
- *Dame's bustle! person inside 'bustle' (M/F)
- *Vinnie and Frankie Vultures puppets off stage voices for puppets (M/F)
- *Stage coach driver off stage voice (M/F)
- *Rat (Wild Wilma's transformation)
- *Builder and Biker for community song (M)

Dancers - any number (M/F)

*(Roles can be doubled up)

ACT 1

(Front of curtain: improvised audience warm up by Mayor Spittoon. Mayor Spittoon gets the audience to practise 'boo', 'it's behind you' and 'oh no it isn't/oh yes it is' and then finally asks them to shout out 'get on with the show' and he exits.)

Prologue

(Front of curtain. Introduction music #1. Wilma entrance Music #2 - enter Wild Wilma Stage Left).

Wilma: (*To audience*) Well, well, well, you bunch of vile lily livered varmints! I'm Wild Wilma, the greatest gun slinging outlaw that ever lived. (*She spits: spittoon sound effect*). Now you'd better watch your step 'cause you're in my domain... and don't even think about trying to boo me or I'll run you out-a town quicker than you can say 'eat-my-grits'!

(Audience reaction. Big Heap entrance music #3. Chief Big Heap Do Lots enters Stage Right.)

Big Heap: Wild Wilma! You must not talk to these fine folk like that. You are up to something.

Wilma: Well Chief Big Heap Do Lots! If you must know, I'm bored of robbing banks and rustlin' cattle. I wanna settle down.

Big Heap: You? Settle down? That is hard to believe.

Wilma: Well I wanna settle down with a nice stash of gold. And, I know where to get it. (*She holds up a map*). Yep, it's all sittin' pretty in an old mine under the town saloon. The best part is that none of those idiots in Dodgy City know it's there. It'll be like takin' candy from a baby! (*Wicked laugh*).

Big Heap: You cannot take what does not belong to you.

Wilma: Sure I can!

Big Heap: Don't underestimate what you are up against. There is a good community spirit in this town.

Wilma: Huh! Big Heap o' trash! Nobody's gonna stop me.

(Exit Wilma Stage Left - Big Heap encourages audience to boo her.)

Big Heap: She will see that I am right. With a little bit of my magic and the help of a special cat, the folk of Dodgy City will be able to stop her. Now, let's get on with our show. Welcome everyone to the Wild West!

(Big Heap exits stage right as curtains open to reveal full stage set)

SCENE 1

(Full stage: Saloon interior. Dancers, Butch, Sunnypants, Fanny, Kitty, Lilly, Stella, Flo, Jim are on stage at back of saloon. Dancers perform - Music DANCE 1. Dancers exit stage right and stage left. Happy enters through saloon doors and skips forward to downstage centre.)

Happy: (To audience) Howdy Partners! Welcome to Dodgy City and, the Dodgy Saloon. My name is H'appenny Hazard. Now y'all shout out your name to me. (He encourages audience to shout out their names - puts hand to ear). Oh! Can you shout them again a bit louder? (Encourages audience to shout names and then looks puzzled).

Stella: I don't think that's gonna work!

Flo: Try something else. They all seem friendly.

Happy: Well okay. Hey, if y'all be my friends, you can call me 'Happy'. So will y'all be my friends? (*Encourage audience response*). Great. So, if I shout out 'howdy partners' to you, you can shout out 'howdy Happy' back to me. Will you do that? (*encourage audience response*). Okay then: 'HOWDY PARTNERS!' (*encourage audience response: Howdy Happy! Repeat as necessary*). That's great! Now, don't forget to shout out real loud next time will you? See y'all later! (*exits with a wave*).

Lilly: (to Butch at bar). Well Butch, I'll have a double whiskey to help my singing this evening.

Butch: Are you sure Miss Lilly? You've had four already!

Kitty: Miss Lilly sings better with a drop of whiskey!

Fanny: Well it won't make her any worse!

Lilly: It's medicinal for my vocal chords. Have I ever told you about the time I was starring in the Windy City? I was just about to step on stage when...

Sunnypants: (looking out of window or door). Hey, Sheriff's coming now!

(Music for Dame #5. Dame Calamity pauses behind saloon doors during music then enters through saloon door to downstage centre).

Closed again? I'm Sheriff Calamity Jean. I'm proud to be the only female (pause to look at audience) law enforcer in these parts. I'm only temporary because apparently it's a man's job. Unfortunately, a decent man is like gold dust 'round here. I've been looking for one myself for ages. I'm not fussy. (Looking into audience) Any shape or size will do. (She points at a man in audience and indicates to him to telephone her, mouthing the words 'call me'). Now then, do you like my saloon? (encourage audience response) I said do you like my saloon? (audience response). The Dodgy Saloon. It's the

best darn saloon in the whole of Dodgy City.

Butch: It's the only saloon in Dodgy City!

Dame: And we have some darn good song 'n' dance acts here. I do a little turn myself

in fact. Would you like to see? (encourage audience response). I said, would you like to see? (audience response). Okay, if you insist...(She sings a few bars in a strangled operatic voice and dances around. There is a loud creaky/breaking wind sound effect. She stops abruptly) Oh! That wasn't what you think! That's the floorboards creaking. I don't know why we don't get many customers in here! Oh it's very sad (encourages audience response)

No it's much sadder than that. (Encourages audience response). Talking of sad (pointing out Lilly L'avatory), there's Miss Lilly L'avatory (pronounced

lavatory). She's one of my cabaret singers.

Lilly: My name is Lilly L-Avatory!

Dame: Yes dear! Oh Lilly you are looking a bit *FLUSHED* today! (*She chuckles*). She

used to be a famous actress in the Moulin Blue in Paris. (*aside to audience*) A long, long time ago...but she was just a *flash in the pan*. And then here are my *sisters*: Kitty and Fanny (*pointing out Kitty and Fanny*). They sing and dance.

Fanny: We're your *nieces*, Aunt Calamity!

Dame: Alright, yes, but we look like sisters, don't we? (to audience) Oh yes we do! I

became an aunt at a very young age... Now, have you seen my other niece, Happy? (*audience response*). I wonder where she's got to? I know, are there any girls and boys in the audience? Will you help me to call for Happy? Okay, after three. One, two, three 'HAPPY!' (*pause*) Oh dear, I don't think she heard

you. Let's try again. One, two, three 'HAPPY!'

(Happy comes in)

Happy: Howdy Partners! (*Encourage audience response*). Howdy Aunt Calamity!

Dame: Ah, Happy, have you seen Flash?

(Happy shrugs her shoulders)

Sunnypants: I saw him siittin' out on the veranda havin' a smoke!

Dame: Havin' a smoke? You'd better go fetch him, Happy.

(exit Happy)

Butch: That horse shouldn't be smokin'. Ain't no good for him.

(Music #6. Happy enters with Flash the horse, who is wearing dark glasses and a cowboy hat and has a cigarette/pipe in his mouth, through saloon doors.)

Happy: Howdy partners! (Encourage audience response).

Dame: (petting Flash and removing his pipe/cigar). Flash, you're a bad boy. Now

go sit!(She points to a chair, Flash whinnies - sound effect, lowers his

head in shame and goes and sits on the chair and crosses his legs! Stella gets him a drink and they help him drink)

Sunnypants: Hey Happy, where's Lulu?

Happy: She's having a lie down. She got a bit over excited when she heard the people

out there (pointing to audience). I'll bring her in later.

(Enter Mayor Spittoon and his wife Nellie)

Lilly: (Flirting) Why, Mayor Spittoon. Nice to see you. (Then dismissively) And Nel-

lie.

Mayor: Howdy Miss L'Avatory (*pronounced lavatory*).

Nellie: You're looking a bit *FLUSHED* today Lilly!

Dame: Nice to see you patronising our establishment, Mayor Spittoon.

Mayor: I'm just enquirin' how y'all gettin' on with preparin' for Dodgy City's

annual Hoe Down?

Jim: Ain't done much yet. Sheriff Calamity has a new act coming from the Windy

City.

Lilly: Ah yes. Have I ever told you about when I was starring in the Windy

City? I was...

Nellie: (*Interrupting*) Yes you have! *(to Butch)*. I'll have a cactus wine please

Butch.

Mayor: Hey Flash, *(chuckling to himself)* why the long face?

(Flash whinnies - sound effect)

Mayor: (To Happy) Flash ain't no better I see?

Happy: Nope. He still don't think he's a horse.

Butch: P'raps you should ask the NEIGHbours for some advice!

Sunnypants: (laughing exaggeratedly) NEIGHbours! Nice one Butch!

Happy: (also chuckling and excitedly) Hey! Stop HORSING around will ya!

Nellie: That's enough of them jokes. It ain't funny. This horse has a problem and ain't

stable!

(They all collapse into laughter. Nellie gives Mayor a stern look)

Mayor: *(seriously and clearing his throat)* So, er, how's business?

Butch: (stops laughing) Real quiet at the moment.

(Sound effect of horse and carriage off stage. Mail girl 1 rushes in with a letter in her hand).

Mail girl 1: Howdy! Urgent letter from the Windy City for Miss Calamity Jean.

Dame: Oh! How exciting (*Snatching letter from Mail girl*). Oh darn it. I ain't got my

glasses. Read it will you?

Mail girl 1: That ain't my job lady.

(Exit Mail girl 1)

Dame: Can't get the staff (handing letter to Kitty)

Kitty: It's from Boss Ogg of the Grand Western Railroad Company. It says he's com-

ing to inspect the town to see if it's suitable for a railroad stop.

Nellie: Well that's good news ain't it? Just think how many customers that would bring

to the Saloon!

Dame: But he can't stay here. Our hotel rooms are a right of mess!

Happy: Don't worry Aunt Calamity. We'll get them lookin' just fine.

(Sound effect of horse and carriage. Mail girl 2 rushes in with a letter in her hand - she looks exactly the same as Mail girl 1).

Mail girl 2: Howdy! Urgent letter from the Windy City for Miss Calamity Jean.

Dame: Didn't you just bring me a letter?

Mail girl 2: Nope! That was my sister!

Dame: Well, hand it over then (She snatches it and hands it to Kitty but Fanny

grabs it).

(Exit Mail girl 2)

Fanny: (Pulling out posters from the envelope and handing them to the others).

It's from the County Judge. It says to put up these wanted posters all over the

lown.

(Reading from poster) 'Wanted, Wild Wilma, notorious outlaw. Reward five

hundred dollars' Wow!

Sunnypants: She must be a real bad'un!

Butch: She's a bad'un alright.

Nellie: Ain't she the one who trashed a saloon in the Windy City 'cause the dancers

were gettin' on her nerves?

Mayor: Get those posters up right away Happy.

(Happy gets some and starts to share them out)

Fanny: (Looking at letter again.) Hey aunt Calamity. The letter says they still ain't

found a man to be sheriff in Dodgy City.

Sunnypants: It ain't right that you can't be the proper sheriff Miss Calamity.

Mayor: Them's the rules. Can't have a woman sheriff.

Lilly: Huh! It's a man's world! I remember...

(Sound effect of horse and carriage. Enter Mail girl 3 with a letter in her hand - she looks exactly like the other two Mail girls)

Mail girl 3: Howdy! Urgent letter from the Windy City for Miss Calamity Jean.

Dame: I s'pose that's still me. Are you sure you haven't been here already?

Mail girl 3: Nope, you need glasses lady!

Dame: (*grabbing letter*) You cheeky thing.

(Exit Mail girl 3. Dame hands letter to Kitty)

Kitty: Ooh! It says the new cabaret act 'The Dough Brothers' are on their way from the

Windy City. They'll be here by tomorrow night!

Lilly: At last! Some more men!

Dame: Any men visiting my saloon are mine, Lilly Lavatory!

Lilly: Not in that dress!

Dame: Well, I'm going to get myself beautified before the Railroad Boss comes.

Lilly: Good job you've got fifteen hours then ain't it!

Dame: I'll ignore that. (*Exits*).

(Lights go down on cast and saloon. Exit Mayor, Nellie, Kitty and Fanny. Remaining cast on stage are 'frozen'. Big Heap Do Lots entrance music # 7 - Big Heap enters stage right: - moves into spotlight.)

Big Heap: (In spotlight) I believe there is an animal here who needs my help?

(Flash whinnies and comes forward into the light accompanied by Happy)

Happy: Howdy Chief Big Heap Do Lots. I s'pose Flash could do with some help. He

don't do what horses is s'posed to do.

Big Heap: (To Flash) Come to me my friend.

(Flash moves towards Big Heap and bows. He whinnies to him and Big Heap seems to understand)

Big Heap: Ah Yes, I see. He is a fine and mighty horse. But he has lost his mojo. He

needs to come with me.

Happy: Where are you takin' him?

Big Heap: I must show him something. I will bring him back soon. Do not worry.

Happy: Okay. Bye then! (She waves at Flash and exits Stage left).

(Big Heap and Flash exit Stage right. Lights low. Music to next scene #8.)

SCENE 2

(Full stage - Saloon interior. The next morning. Sunrise - lights up. Cockerel crows/ cuckoo clock - sound effect. Lilly, Butch, Sunnypants, Stella, Flo and Jim are putting up wanted posters in background. Enter Happy with Lulu from Stage right.)

Happy: Howdy partners! (Encourage audience response) Well, I told you I'd bring

Lulu to show you. (To Lulu) Now don't be shy Lulu. Shall we do our song for everyone? (Lulu shakes her head). (To audience) Would you like to hear our song? We haven't practiced it much but I'd like to show you (Lulu shakes her

head). Okay, let's do it Lulu. (Lulu shakes her head).

(Happy sings song - Music #9 with Lulu. Lulu attacks Happy at the end!)

Oh dear Lulu, you're a naughty bird! We need to work on that a bit more then! Happy:

> (To audience) Say, would you like to meet Lulu? (She starts to walk down the steps to the audience) Don't be scared, she won't hurt you if you're nice to her. I'm trying to get her used to people so it would be great if she could come down and say hello to some of you. (Music #10 - Happy walks along the

front row of the audience

and has a bit of improvised chat. Lulu is nice to the children who can pet her but she is a bit naughty to the grown ups!)

I think we'd better get back up into the saloon now. Perhaps you need Happy:

another lie down Lulu. See you later everyone (*He waves and exits*

Stage right).

Butch: Well that bird needs a bit of trainin' don't ya think?

Lilly: Oh yes, it takes years to train for a successful cabaret act. When I was starring

on Broadway...

(She is interrupted by the sound of a horse and carriage outside - sound effect.)

Stage coach driver: (Offstage) ALL FOR DODGY CITY OFF HERE!

Joe: (Offstage) Thank you! Bye!

(Joe enters through Saloon doors with Puss.)

Joe: Er, hello? Is this the Dodgy Saloon?

Butch: Yep, who wants to know?

Joe: I'm Joe. Joe Dough.

(Kitty and Fanny rush in giggling)

Kitty: (excited) We saw a man coming in here. Where is he?

(barging in front of everyone and flirting.) Nice to meet you Joe Dough. Lilly:

Fanny: (**flirting**) Nice to meet you Joe Dough! **Joe:** *(embarrassed)* Er, I'm here about the cabaret job.

Kitty: (*Calling to off stage*) Aunt Calamity! You've got a visitor!

Dame: (*Calling from off stage*) Hold your horses! I'm just coming!

Fanny: I thought there were three Dough brothers?

Joe: Well, unfortunately the other two aren't coming.

(Enter Dame Stage right. She is wearing a dress with detachable 'bustle'- which has a person inside! 'Bustle' stays attached to Dame during the following dialogue:)

Joe: You must be Miss Calamity Jean. I'm Joe Dough and this is my cat.

Dame: Oh the lovely dancing Dough brothers are here. (*noticing there is only Joe*)

Where are the other Doughs?

Joe: I'm afraid my brothers got a better offer. You see my uncle died suddenly and

we all inherited his estate.

Sunny pants: And got lots of Dough!

Joe: Well, *they* got lots of dough. My eldest brother got my uncle's ranch, my other

brother got all the cattle but I, being the youngest, was left only with the cat!

All: The cat?

Joe: Yes the cat!

Dame: (Emphasising the innuendo) Oh what a lovely pussy! (Wistfully) I used to

have a nice pussy myself once...but it got mangy! (To Puss) Here pussy,

pussy... (To Joe) It's not a friendly pussy is it?

Joe: She's rather a clever puss actually. She seems to understand what I say. (*To*

Puss) Don't vou?

(Puss makes gagging sounds and turns away. Everyone pauses and looks inquisitively at her. She turns back looking embarrassed.)

Joe: Oh, I think it's a fur ball! Anyway, I thought I could do the song and dance act

on my own?

Dame: Well, one Dough is better than no Dough and we might make a bit more dough

if you stay, but I can't pay you much dough, Joe Dough.

Joe: Maybe Puss could be part of my act?

(Puss looks indignant and puts hands on hips)

Happy: Hey, he's a fine looking puss ain't he? Nice to meet you both. I'm Happy. And this is my bird, Lulu but I won't come too close 'cause she ain't seen a cat before and, well, you know...

Fanny: I'll get Mr Dough a nice glass of cactus wine...

Kitty: I'll get it

(Kitty and Fanny fight to go and get it. Lilly flirts with Joe Dough)

Dame: (to Lilly) And Lilly, leave the poor boy alone. He's far too young for you!

Butch: Hey, Miss Calamity. I thought you said the Railroad Boss was coming?

Dame: Yes, and I've got all poshed up in my best dress for him.

(Dame walks from centre stage to far stage right showing off her dress. 'Bustle' tries to keep up with the dress. Dame walks from far stage right towards stage left and 'Bustle' is left behind and can't catch up!)

Dame: (to 'Bustle') Oy, if you can't keep up, get off!

('Bustle' scuttles off stage right. There is a sound of a horse and carriage outside - sound effect)

Stage coach driver: (Offstage) ALL FOR DODGY CITY OFF HERE!

Butch: Well, what-a you know, that might be the Railroad boss now!

(Enter Boss Ogg, his niece, Annie Okay and his assistant, Wilf, through saloon doors)

Dame: (To audience) Fancy that! (To Boss Ogg, and flirting) Well of all the saloons

in all the world, you had to walk into mine! Welcome to our humble Saloon...

You are from the railroad aren't you?

Boss: Why, yes ma'am, I am. Boss Ogg's the name and this is my niece, Annie Okay.

I've taken the liberty of bringing my assistant Wilf, here, to check some details for me. Gotta have strong walls and floors to stand up to the vibrations from the

railroad you see. Get to work, Wilf. No time like the present!

Wilf: Where shall I start Mr Ogg?

Dame: How about over here young man. (*There is a creaky floor/breaking wind*

sound effect). Oh, those floorboards!

(Enter Mayor and Nellie from Saloon doors)

Nellie: Did I see you have some visitors?

Butch: Yep, it's folks from the Railroad.

Sunnypants: From the Windy City.

Mayor: Welcome to Dodgy City. (*Goes to shake his hand*) I hope you'll find our little

town worthy of your great railroad!

Boss: Me too. It's a long way to come if it ain't!

Happy: (To Boss)Howdy Mr Ogg! I'm Happy.

(Shaking his hand over enthusiastically) You know, my aunt works real hard and she don't never complain. She'd be mighty pleased to have that railroad

stop!

Boss: Well, Happy, I can't guarantee.... (Lulu starts to attack Boss)

Boss: Get that bird off me!

(There is more of a struggle and a tug 'o' war as some of the cast try to get the bird off him. Lulu lets go and Boss falls over.)

Nellie: You'd better get your bird out-a here!

(Happy goes out with Lulu)

Boss: (getting up and brushing himself off) Well, I've never been so violated in my entire life!

Dame: Mr Ogg, please come and have a drink. Butch, pour us a treble whiskey.

(She brings Boss over to the bar to compose himself. Everyone is fussing over him. Annie and Joe and Puss move to Downstage Centre)

Joe: (*To Annie*) Howdy! I'm Joe. I've just arrived and I really don't know what I've

aot into here!

Annie: It's quite funny really. My uncle takes his job very seriously. Is that your cat?

Joe: Yes

Annie: She's cute. What's she called?

Joe: Er, Puss. I've only just got her.

Annie: It's interesting how she stands upright like that, just on her two legs!

Joe: Yes, I've actually got to go and get her some boots to wear.

Annie: Boots?

Joe: In my uncle's will it says that I am obliged to get the cat some boots. It says if I

do, Puss will be a loyal and useful companion.

Annie: I suppose you should get her some then.

Joe: Yes, I should but I'd rather stay here and talk to you.

Annie: That's nice. I'll be here when you get back though. We're planning to stay here

in the saloon tonight.

Joe: That's great. I'll go now and when I come back Puss can show you her new

boots.

Annie: Right I'll see you later.

Joe: (Not leaving) Bye then.

(Puss looks impatient)

Annie: Yes, bye.

Joe: (Still not leaving) See you later.

Annie: Bye.

Joe: Bye.

(Puss drags Joe out of Saloon doors)

Mayor: (*To Boss and bringing him downstage*) But Mr Ogg, please reconsider.

Dame: (Overly dramatically on bended knee) Oh woe, oh woe! All my hopes,

dashed, Please give our tiny town a chance!

Boss: (to Annie and Wilf) Come on Annie, Wilf, we're leaving...

Wilf: But sir, I haven't checked all the walls yet.

Boss: (To Dame) I suggest ma'am you get your niece to discipline her bird. It's a

danger to society and should be locked up!

Lilly: (Flirting and walking her fingers along his arm as she speaks) Mr Ogg, you

don't want to go all the way back on that hot...dusty...little ol' stagecoach do

you?

Dame: (grabbing Boss by the arm) Oh! Get your paws off him, Lilly Lavatory! He's

mine!

Boss: Miss Calamity!

Dame: I mean, he's my responsibility! Now then Mr Ogg. Let's get you another drink?

Annie: Oh Uncle, I'm looking forward to staying in this lovely saloon and I said I'd be

here to see the cat in her boots!

Boss: I've no idea what you're talking about Annie but I'm plum tuckered out so I sup-

pose we could stay tonight. It's gonna take a lot to convince me to bring the

railroad to Dodgy City, mind.

Dame: I'm afraid your room isn't ready yet but you can have a nice rest in my boudoir!

Then we have some great cabaret acts lined up for you tonight.

Nellie: Why don't you have another drink and something nice to eat .

Dame: Good idea. (Shouting coarsely towards the bar) Get Mr Ogg a crocodile

sandwich and... make it snappy!

(Exit Boss and Annie through Saloon doors)

Nellie: I think we can all relax now.

Lilly: I know, I will sing you a song. Laaa...!

(She sings the first note of a song when there is a sudden gunshot outside: sound effect. Wild Wilma entrance music #11 Wild Wilma bursts in through the Saloon doors.)

Wilma: What are you all staring at? (*To audience*) And you?

(Everyone in the Saloon encourages the audience to boo. Wilma fires her gun into the air: sound effect and something in saloon breaks: sound effect. Everyone ducks under the tables etc.)

Wilma: Quit hiding, you bunch o' yellow bellies!

(They all come out from under the tables)

Wilma: (To Dame, looking her up and down in disgust) Well, what have we got here

then? Looks like a dog's dinner! (Spits with spittoon sound effect)

Dame: I'll have you know this is my best Sunday dress.

Wilma: I wasn't talkin' about the dress. (pause and looking around) I see you've got

some pictures of me up in here. That's mighty nice of you.

(Everyone realises who she is)

Dame: As Sheriff of this town, I gotta ask you to leave.

Wilma: I ain't goin' nowhere.

Mayor: Now there's no need to get on your high horse ma'am. Why don't you sit down

and have a nice glass of cactus wine.

Wilma: I ain't here to drink. (Going right up to Dame) Now you listen here Sheriff. I

want your saloon.

Dame: But I ain't selling. This is my business and I got all these folks in my employ.

Lilly: Yes, we are professional singers and dancers. We don't want to work for any-

body else.

Wilma: I hate singers and dancers. I don't want you! I just want the building. Now you

can do this the easy way or (holds up her gun) the hard way. I'm gonna get

this saloon whether you like it or not.

Dame: You belong in jail.

Wilma: Well I don't see anyone 'round here who can put me there. (She spits with

spittoon sound effect).

So you'd better start packing. Hasta la vista lady! (*The cuckoo clock strikes - sound effect. Wilma shoots her gun at the 'cuckoo' - strangled cuckoo sound effect! She exits through saloon doors. Then sticking her head over the doors.*)

I'll be back! (She exits and everyone encourages audience to boo as she

goes).

Dame: (Overly dramatic) Oh woe is me! This sheriff's badge is worthless. I can't do

anything against an wicked gunslinger like that.

Stella: Don't worry Sheriff Calamity. Something'll come up.

Flo: We're all behind you.

(Maybe they are all hiding behind her?)

(Everyone nods and mutters in agreement)

Mayor: We've gotta be strong and find a way to stand up to Wild Wilma.

Butch: Better not let Boss Ogg hear about all this though.

Sunnypants: Or he'll be on the next stagecoach out-a town.

Nellie: We've got the Hoe Down coming up. That'll take you're mind off your troubles.

Dame: Now I need to find Happy, she's gotta help me get this place looking fine and

dandy for Bogg Ogg to stay.

(All exit as mid curtain closes. Crew bring on freestanding bedroom with music # 12 to next scene. Happy, Bill and Bud bring on some of the props.)

SCENE 3

(Front of mid curtain. Freestanding bedroom wall stage centre with ladder, wallpaper table, rolls of wallpaper, three buckets of gloop, wallpaper brushes, pretend bucket of gloop to throw at audience later...all set on stage. Happy and Decorators Bill and Bud enter. Bud is wearing a hat with a small hole in the top. They can help carry some of the props on stage to reduce time to set up. Some of the dialogue below can be spoken as they do this. Music in background for entire scene #12 continues. Incidental 'gloop' sound effects in this scene.)

Happy: Howdy partners! *(Encourage audience response then aside to audience)* I found these decorators from the Windy City and they're gonna decorate the room for when Boss Ogg stays. Aunt Calamity's gonna be so pleased! Folks in town say they got a reputation! I think that means they must be good!

(Bill and Bud look shifty)

Happy: Well, I'm gonna leave you fellows to it. See you later! (waves and exits)

Bill: Why did you say we'd do this job? I don't know nothin' about decoratin'.

Bud: Neither do I, but it can't be too difficult can it?

Bill: I s'pose not.

Bud: Let's do the paperin' first.

Bill: Okay, you can paste the paper.

(Bud puts paper on the table and tries to brush paste onto it but every time he stops to put paste on the brush, the paper rolls up. After a few attempts he lifts his leg onto the table and holds the paper down while he pastes it.)

Bill: What are you doing?

Bud: Pastin' the paper.

Bill: You're pasting the wrong side. You should paste the other side.

Bud: Okay. (He starts to paste the underside of the table).

Bill: No that's not right. Look, take this paper and I'll put the paste on. Now hold on

to the end of that and don't let go.

(Bill gives paper to Bud to hold. Bud holds the paper up in front of himself up to his neck height with his face showing above it. Bill pastes the paper without looking and pastes Bud's face as well.)

Bud: Hey, I've got paste in my eyes now (*He wipes his face on Bill's clothes*).

Bill: Don't wipe your face on me!

Bud: It's your fault that I got paste all over me!

Bill: (Getting a paste bucket and scooping out some paste with his hands) If

you've got paste everywhere, then a bit more won't hurt, will it?

(He walks to Bud with hands out as if to slap them in Bud's face but Bud claps Bill's hands together causing paste to go all over him. Bill goes to bucket and gets handful of paste and rubs it in Bud's face. Bud then gets a handful and rubs it into Bill's face. Bill picks up another bucket and pours the contents into Bud's trousers. Bud gets the other bucket and pours some of the contents into the neck of Bill's dungarees. Bill takes off Bud's hat and fills it with gloop. He forces the hat onto Bud's head and gloop squirts out of the hole in the top...)

Bill: Well looks like we've used up all the paste now.

Bud: No we ain't, there's some in this bucket. I think we got enough on us now!

Bill: Better throw that away before we make any more mess then.

Bud: Ok, shall I throw it over here? (*gesturing to audience*)

Bill: You can't do that. You'll get it all over the audience!

Bud: No I won't. I'll just throw it down here next to Margaret!

(Bud swings the bucket a couple of times and then lets the contents go over the audience: it's just some bits of paper or similar! Happy enters stage right.)

Happy: Howdy partners! (Encourage audience response. Then, looking at the

mess in exasperation) Oh my hat! What's Aunt Calamity gonna say? I

thought you had a reputation?

Bill: Yep, we do!

Bud: A bad one! (They exit with some chat to each other as they go...)

Happy: Oh No! I gotta clear this up smartish! (They exit carrying some of the props.

Crew clear scenery as mid curtain opens. Music to next scene.)

SCENE 4

(Front of mid curtain - scene change to desert behind mid curtain. Stella and Flo who are busy cleaning up stage, from previous scene if necessary, as Joe and Puss enter stage right. Joe is carrying boots for Puss)

Joe: Oh howdy!

Stella: Howdy Joe!

Joe: Where is everyone?

Flo: Well, they've all gone to show Boss Ogg and Annie around town.

Stella: I think Miss Calamity's having a rest after all the trouble today with Wild Wilma

and the bird attacking Boss Ogg.

Flo: Those are mighty fine boots!

Joe: They're for Puss.

Stella: A puss in boots! Whatever next?

Flo: Is that a new fashion from the Windy City?

(Puss shakes her head)

Joe: Well not exactly.

Stella: Well, that's all cleared up now. See you later Joe.

Flo: And your pussy cat!

(Stella and Flo exit. More dialogue may be added depending on how much clear up required.)

Joe: Oh well Puss. I hope you like your boots. I used up my last dollar to buy them.

(Puss starts to make gagging sounds and turns away)

Joe: Puss? Don't you like the boots?

(Puss makes gagging sounds again with back to audience)

Joe: (to audience) Oh, she has a fur ball again!

(Puss turns around embarrassed and shrugs her shoulders)

Joe: Better?

(Puss nods)

Joe: Good! Now what I was going to say was, I was kinda hoping that Annie would

be here so I could show her your new boots.

(Puss looks knowingly at him)

Joe: Yes, you're right. I do like her.

(Puss looks more knowingly at him).

Joe: Alright, yes I think she's the girl I'd like to marry if I had the chance.

(Puss tries to grab boots)

Joe: Okay, Okay, let's see if these boots fit you shall we?

(Lights go down with Big Heap entrance music #14. Big Heap Do Lots appears stage right: in spotlight.)

Big Heap: Joe Dough, this is a very special cat!

Joe: Why, thank you, yes, she is kinda special.

Big Heap: I am Chief Big Heap Do Lots.

Joe: Do lots! Do you Do lots?

Big Heap: (Seriously) Yes.

Joe: (Chuckling awkwardly) Well, that's mighty amusing ain't it?

(Puss nudges Joe disapprovingly)

Big Heap: Yes it is very funny. I have heard many times before!

Joe: Oh I'm sorry, I'm just a bit nervous that's all. I ain't seen a big chief like you be-

fore.

Big Heap: Um...I see you have boots for her?

Joe: Yes, we were just about to try them on.

Big Heap: Good, that is what she needs. Give me the boots (Joe hands him the boots)

Yes, these will do. Now, I will talk to her and then she will be able to help you.

(Joe gives him the boots. Big Heap takes them and whispers into Puss's ear. Puss nods. Big Heap in cloak stands with his arms outstretched dramatically. Puss moves behind Big Heap so that she is hidden from view of the audience. There is a pyro and transformation music #15 - Big Heap may chant during this. Puss still hidden by Big Heap puts on boots and waistcoat. Big Heap moves to the side to reveal Puss in Boots in dramatic pose wearing boots and waistcoat)

Big Heap: (Dramatically) Puss in Boots! (To Puss) Yes you are a very special cat!

Those boots suit you well. *(To Joe)* She will be a big heap of help to you, Joe.

You must trust her... Right, I need to go and help a horse. Good luck!

(Big Heap exits stage right and lights go up)

Joe: (*Puzzzled*) Wow Puss, what was that all about? You look amazing.

(He walks over to far stage left, not looking at Puss now.)

Joe: It's all a bit strange though!

Puss: I don't think so.

Joe: (*To audience*) I beg your pardon?

Puss: I've been waiting a long time for these (*showing off her boots*).

Joe: I'm sorry, did someone say something?

(Audience may respond that it was the cat)

Joe: What? No that can't be right. Cat's can't talk.

Puss: (Encouraging audience to join in) Oh yes they can!

Joe: Oh no they can't!

Puss: (Encouraging audience) Oh yes they can!

Joe: Oh no they can't!

Puss: (Going right up to Joe's ear) OH YES WE CAN!

Joe: (Jumping in surprise. Then to audience.) Did my cat just speak?

(Encourage audience to reply 'yes')

Joe: (*To Puss*) Did you just speak?

Puss: (*With attitude*) Er...YES!

Joe: Well, Wow! Now I understand what that Big Heap Do-lots was doing. So the

boots make you talk?

Puss: Miaow! Maybe with a big heap of magic.

Joe: So not all cats will speak if you put boots on them?

Puss: No. Only special cats can speak.

Joe: Well that's pretty darn strange.

Puss: Miaow! (*sarcastically*) thanks a bunch! I thought you'd be pleased.

Joe: I am. It's just a bit of a shock that's all.

Puss: Well get over it! Now I can talk, I can help you.

Joe: That's great but how can a talking cat help me?

Puss: With my help you won't have to worry about money ever again *and* get Annie

Okay to marry you.

Joe: Annie Okay?

Puss: Yes.

Joe: Okay. But how do you know I want to marry Annie Okay?

Puss: Because you told me!

Joe: Oh but I didn't think you really understood what I was saying!

Puss: Well of course I did! All animals can understand humans, so be careful what

you say to them!

Joe: So, tell me how can I get Annie to marry me? I've only just met her and I don't

think her Uncle Ogg would let her marry a penniless dancer.

Puss: You'll just have to trust me. I'm Puss in Boots! I can do anything! Now I'm

gonna need a hat like yours and some pistols. (Exits)

Joe: Okay. (*Pause to think*) Imagine if all the cats in the world were like that. That

would be interesting!

(Joe exits. DANCE 2 music #16: Front of mid curtain. Dancers dressed as cats)

SCENE 5

(Mid curtain opens - Full stage - Desert Scenery - lights/projection at back of stage and rock at angle - big enough for several people to hide behind. Wilma entrance music #17. Wild Wilma enters Stage left)

Wilma: (To audience) So what are you good for nothin' wasters lookin' at? Now I just

gotta persuade that ridiculous old dame to get out-a that saloon so I can get my

hands on the gold.

(Big Heap entrance music #18. Big Heap Do Lots enters Stage right)

Wilma: (To Big Heap) Oh no, not Big heap of horse poop! Been talkin' to critters

again?

Big Heap: Well you will see.

Wilma: Yeah well, me and my gang are gonna have a little fun.

Big Heap: (*Mocking*) So you have a gang?

Wilma: Keep your nose out-a my business you Big Heap o' 'oyote cr...!

Big Heap: (Interrupting) I will leave you to your gang then. But be warned, you will not

win.

(Exit Big Heap. Wilma whistles: sound effect followed by gunfire off stage: sound effect.)

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All Amoebas: (From off stage) Aye yae yae!

(El Zorillo and the Amoebas enter stage left and do a dance - music #19.)

El Zorillo: Hey, Gringo! You called us and we are here.

Wilma: Every time I see you measly marmots, I wonder why I bother.

El Zorillo: (Proudly) But I am El Zorillo, the scariest, craziest dancing bandit in the whole

of the wild west. And here are the...

All Amoebas: Three Amoebas!

(They do a very short dance routine - no music)

Amoeba 1: You know we are the best bandits, Gringo!

Wilma: Yeah, sure you are. Now I gotta job for you.

El Zorillo: We are not busy today so we will help you.

All Amoebas: Aye yae yae!

Wilma: Right then, you putrid polecats. I got a map from the old mining days that

shows there's a ginormous heap o' gold under the Dodgy Saloon in Dodgy City.

El Zorillo: And I will get a share of that gold.

Wilma: Well you gotta get that ol' dame Calamity out-a there first. Then I might give

you a share of the gold.

Amoeba 1: And we will get a share of the gold too.

All Amoebas: Aye yae yae!

(The Amoebas and El Zorillo do a further short dance routine - no music)

Wilma: Cut that out will you. You know I hate folks who dance.

(El Zorillo continues to dance with a crazy laugh.)

Wilma: And you can cut that out too, you crazy son of a coyote.

El Zorillo: Yes I am crazy.

All Amoebas: Aye yae yae!

El Zorillo: So, how do we get the old dame out of the saloon?

Wilma: Well that's up to you ain't it. But you'd better do it quick before that stinkin'

railroad boss moves in and ruins everything. I want her on that stage coach

out-a town by sundown tomorrow.

El Zorillo: And you are not coming with us?

Wilma: No I ain't They got posters of me all over town and I don't wanna risk them

springing somethin' on me. Now you bunch of crazy critters better not mess

this up.

(El Zorillo shoots his guns into the air wildly - sound effect)

Wilma: And no crazy shootin'. You can't go shootin' them all.

All Amoebas: Aye yae yae!

(Amoebas do a short dance - music #20)

Wilma: (Pointing her gun at their feet and firing as she says her dialogue: sound

effect) And quit that dancin' or you'll be dancing your way to the nearest bone

yard. (shot - rubber chicken falls from the sky).

(Wilma exits Stage left)

El Zorillo: Right Amoebas, we will get them out of the saloon.

Amoeba 1: But how will we do that El Zorillo?

Amoeba 2: I have an idea El Zorillo.

Amoeba 3: We can go and tell them to get out.

El Zorillo: You are a fool Amoeba. They don't want to get out.

Amoeba 1: Maybe we can say please to them and they will go?

El Zorillo: You are the most stupid of them all. We will have to use force.

Amoeba 2: Yes, we can push them out of the door.

El Zorillo: (*Thinking*) No we need something better.

Amoeba 1: We have something special El Zorillo. We will show you.

Amoeba 2: (Getting bunch of 'Dynamite' sticks from behind the rock)

This will do the job.

El Zorillo: What is that? It looks like a bunch of cigars?

Amoeba 3: It is called Dynamite!

Amoeba 1: It makes things go: (He makes a sound and gesture to indicate an

explosion)!

El Zorillo: How does it make things go (**Gesture and sound of explosion**)?

Amoeba 2: We have to set fire to the end and then it will go (Gesture and sound of

explosion).

El Zorillo: But how will that help us get them out of the saloon?

Amoeba 3: We will put it in the saloon and it will go (Gesture and sound of explo-

sion) Then they will all run away!

El Zorillo: How do you know it will work?

Amoeba 1: We can test it now, El Zorillo, just to be sure it will go (Gesture and

sound of explosion).

El Zorillo: Yes that is a good idea.

Amoeba 2: Okay, I will set fire to the end and we will all run away. Then it will go

(Gesture and sound of explosion).

El Zorillo: I will count to three, then you set fire to this dynamite.

All Amoebas: Aye yae yae!

(One of them gets out some oversized matches)

El Zorillo: One...Two...Three!

(Amoeba 2 lights the fuse and holds up the dynamite. The others run behind the rock. Amoeba pauses for a second - sound effect of burning fuse - then runs behind rock still holding the dynamite! There is a loud explosive sound effect and smoke - sound effect. While they are saying the following dialogue, they will change quickly into blackened clothes and have black soot on their faces. Their hats will have been blown off and their hair is messed up - all depending on the time available!)

Amoeba 1: (From off stage/behind rock) It has gone dark El Zorillo!

Amoeba 2: (From off stage/behind rock) Yes, (coughing) there is lots of smoke.

Amoeba 3: (From off stage/behind rock) I have lost my hat.

Amoeba 1: (From off stage/behind rock) I have also lost my hat.

Amoeba 2: (From off stage/behind rock) I have lost my eyebrows!

(The Amoebas and El Zorillo emerge staggering from off stage/behind the rock looking blackened and disheveled. They have lost their hats.)

El Zorillo: Your dynamite is good. It works very well. (pause) But I think we will not use it.

Amoeba 3: Yes El Zorillo.

El Zorillo: We will just use our guns to frighten them out of the saloon. That is the best

way because we are crazy and they will run away from us.

All Amoebas: Aye yae yae!

(All exit. Music #21 as mid curtain closes. Scene change behind curtain to Saloon interior.).

SCENE 6

(Front of mid curtain. Joe and Puss enter Stage right. Puss is wearing a holster with two pistols.)

Joe: Well Puss, how do you like your new outfit?

Puss: (Preening herself) Yes I think I look just right!

Joe: Do you actually know how to fire a gun?

Puss: Sure I do pardner! (She takes out the guns and twirls them around and puts

them back into their holster.).

Joe: Well I wish I could do that. All I can do is dance. Could you show me how to

shoot real good? Then I could show you how to dance in return.

Puss: You won't need to know how to shoot with me around, and I can already dance!

... Now, Boss Ogg and Annie are heading this way. Go to the saloon and I'll be

right there. I need to speak to them a minute.

Joe: What are you going to say?

Puss: I'm just going to put in a good word about you to Boss Ogg.

Joe: Well, okay, but...

Puss: (Interrupting and pushing him towards exit) Off you go. They're coming.

(Joe exits Stage right. Enter Boss Ogg and Annie stage left. Puss is preening herself.)

Annie: (To Boss) Oh look, there's Joe's cat, and she has her new boots on. How

Cute!

Puss: (aside) Cute? I think I look rather tough.

Annie: (To Boss) What did you say uncle?

Boss: I didn't say anything.

Annie: Oh? (Beckoning o Puss) Here Puss! Here Puss!

(Puss swaggers over to Annie. Boss is busy looking at his fob watch impatiently. Annie starts to tickle Puss under her chin.)

Puss: (*giggling*) Hey stop it! That tickles!

Annie: (Puzzled, to audience) Oh dear I must be more tired that I thought. It sounded

like Puss was talking to me!

Puss: I was talking to you!

Annie: Oh sorry uncle, it was you. i thought it was Puss!

Boss: What?

Puss: It was me!

Annie: What?

Boss: What?

Puss: What?

Annie: (to Puss, surprised) You just said 'what'!

Boss: What?

Puss: Yes, so what?

Boss: (to Annie) What did you say?

Annie: It wasn't me. It was Puss. She can speak!

Boss: What?

Annie: Puss is a talking cat!

Boss: Oh no she isn't!

Annie: (Encouraging audience to join in) Oh yes she is!

Boss: Oh no she isn't!

Annie: (*Encouraging audience*) Oh yes she is!

Boss: Oh no she isn't!

Puss: (moving right up to Boss and talking in his ear) OH YES I AM!

(Boss looks bewildered and stunned)

Boss: What?

Puss: I'm a talking cat!

Boss: Well, I'll be doodled! So she is.

Annie: So how come you can talk now Puss?

Puss: Oh, it's all thanks to a nice pair of boots and a bit of magic. Now, I'm looking for

my master. Have you seen him on your way?

Annie: Do you mean Joe?

Puss: Well yes, some folks call him Joe, but most call him the 'Carambar Kid'!

Annie: }(Together)

Boss: }The Carambar Kid?

Puss: Yep! The Carambar Kid. The fastest gunslinger in the west.

Annie: Joe is the 'Carambar Kid'? Why didn't he say so?

Puss: Well he doesn't like to go on about his fame. You may have heard of him...

Boss: Well no, I...

Puss: (Interrupting) Yep, folks in these parts can tell you a story or two about the

'Carambar Kid'. You won't find a more respected law abiding young man in the

whole of the west.

Boss: Well that just shows you can't judge anyone by the way they look.

Annie: Yes I'm really surprised. Joe doesn't seem like someone who can fire a gun!

Boss: Well, I'll be doodled! The 'Carambar Kid' and a talkin' cat! C'mon now Annie,

we need to get back to the saloon. I hope they've smartened up their act a bit.

I ain't staying there if they ain't.

Annie: See you later Puss. We'll keep an eye out for Joe, I mean 'The Carambar Kid'

and tell him you're looking for him.

(Puss bows and exits)

Boss: Well I'll be doodled! A talkin' cat!

Annie: I told you Joe was a decent sort of man.

Boss: Well I s'pose he is.

(They exit as mid curtain opens to Music #22.)

SCENE 7

(Mid Curtain open. Full Stage Saloon interior. All Saloon cast are on stage, including Annie, Joe and Puss. Wilf is busy measuring and Kitty and Fanny are fussing around him. Butch is behind bar and Sunnypants and Jim are at bar drinking. Nellie is at table with Lilly... Cuckoo clock sound effect)

Nellie: Say, Wilf, ain't you done enough measurin' now?

Wilf: Boss Ogg wants dimensions of the entire town.

(Happy enters with Lulu from Stage right)

Happy: Howdy partners! *(Encourage audience response).* Lulu has had a good rest

and she says she'll be a good bird now, so we can have another go at our song.

Lilly: (Getting up) But I must warm up first. You and your bag of feathers can wait!

(Lulu starts to attack Lilly. Happy and some others manage to stop him)

Lilly: Get that bird away from me! I cannot work in these conditions. I must do my

warm up.

(She starts to do an out of tune vocal warm up and is interrupted by entrance of Mayor through Saloon doors)

Mayor: Howdy everyone! Sounds like a caterwauling coyote in here!

(Lilly stomps over to bar. Mayor realises he has offended her)

Mayor: Oh, er, you sing like an angel, Miss Lilly. Where's your uncle, Annie?

Annie: He'll be right along, Mayor Spittoon.

Butch: I hope that business with Wild Wilma hasn't put him off.

Annie: Nobody needs to worry about her now do they? Not when the 'Carambar Kid' is

in town!

All (except Annie and Puss): Who?

Annie: The Carambar Kid...Oops, it's a secret, sorry! I won't say another word. Sorry

Joe!

(Joe looks puzzled)

Mayor: Say, Joe, your cat is lookin' mighty fine with them boots, hat 'n' all.

Puss: Thank you Mayor.

Mayor: (Very surprised) Well, my own aunt Mary! Did that cat just speak?

Nellie: You're drunk! What do I tell you about drinkin' whiskey before sundown?

Mayor: But Nellie, I could'a swore that puss cat just spoke to me.

Puss: And I did!

Mayor: There you go.

Butch: Well, so he did!

Sunnypants: That's one mighty clever pussy!

Puss: Thank you.

Butch: There he goes again!

Lilly: Pussy cats are more clever than humans. When I was starring in the Windy

City, I had a pussy...

(Interrupted by entrance of Dame stage right, wearing cabaret costume)

Dame: Well howdy all of you! Do you like my outfit? It's for my song and dance

number.

Butch: *(to Sunnypants, laughing)* She looks like a turkey, ready for plucking!

Sunnypants: (to Butch, laughing) And I reckon that turkey's already been stuffed!

Dame: It's a bit tight at the back (She pulls at the back of the dress just as there is

a creaky floorboard/breaking wind sound effect) That wasn't me! That was the floorboards. (to Kitty and Fanny) Now let's practise our song and dance.

(to Happy) I hope your bird will be on her best behaviour, Happy?

Happy: Yes ma'am. (*Lulu nods*) She won't be no trouble.

(Enter Boss Ogg through Saloon doors).

Dame: Oh Mr Ogg! You're just in time to hear me sing with my SISTERS!

Fanny: Come on then...

Fanny: \(\) (Together)

Kitty: } SISTER!

(Dame song - Music #23 - with Kitty and Fanny, and rest of cast in background. The saloon cast clap at the end of the song.)

Dame: (blowing kisses to the audience) Thank you, thank you!

Joe: Wow, that was terrific.

Puss: More like terrifying!

Dame: I beg your pardon?

Joe: That was Puss not me.

Dame: Don't get cheeky with me young man.

Puss: I must apologise, it was me that spoke.

Dame: Well strike me down with a feather! (To Joe) You didn't say you were a ven-

triloquist!

Lilly: Now if you don't mind, I will return to my warm up! (She opens her mouth to start singing when there is the sound of qunfire outside: sound effect.)

Mayor: Oh my stars, that's Wild Wilma back again!

Butch: We need to hot foot out-a here.

Sunnypants: Wait for me!

(They all run off Stage right and Stage left except Dame, Joe, Annie and Puss.)

Puss: (*To Dame, Joe and Annie*) Get behind here with me.

Dame: Joe Dough. This is no time to practise your ventriloquist act!

Annie: It's alright. Joe's the Carambar kid.

(More gunfire from offstage: sound effect. They hide behind the curtains in the saloon. El Zorillo and the Amoebas enter through Saloon doors. They do their dance - Music #24)

El Zorillo: Hey, where are all the people?

Amoeba 1: They have run away!

El Zorillo: Ha! That was easy. We can have some fun!

El Zorillo: (Picking up a bottle of Tequila from the bar) Ah, Tequila!

(The do a short dance to the music #25 - 'Tequila!'. El Zorillo picks up another bottle and is about to drink from it when Puss, unnoticed, steps out from behind the curtain and shoots at him: sound effect, Tequila bottle smashes: sound effect)

El Zorillo: (Thinking that the Amoebas fired at him) You crazy Amoebas! Watch

what you're doing!

Amoeba 2: It was not us El Zorillo!

(Annie steps out from behind the curtain unnoticed and shoots off their hats - three shots, one for each hat)

El Zorillo: Hey who is there?

Amoeba 3: I do not like it here El Zorillo!

(The three Amoebas and El Zorillo form a group. Puss and Annie shoot at their feet without them seeing where the shots are coming from: sound effect. The Amoebas and El Zorillo jump to avoid the shots.)

Puss: (Again stepping out from behind the curtain unseen by the bandits) Get

out of town before I fill you all full of holes. And tell Wild Wilma not to mess with

the Carambar Kid!

El Zorillo: I am getting out of here. Let's go Amoebas!

Amoebas: Aye yae yae!

(They run out the saloon doors scared. Puss, Annie, Joe and Dame come out from behind the curtains.)

Dame: Well, fancy that. Well done Annie! But Joe, how on earth did you teach your

cat to shoot like that?

Joe: I didn't. She already knew how to shoot.

Annie: But you're the Carambar Kid!

Joe: I'm not the Carambar Kid. I can't shoot for toffee!

Puss: Yes, I made it up! There is no Carambar kid!

Dame: (To Joe) I wish you'd stop ventriloguisting just for a moment!

Puss: He's not. It's me talking!

Dame: Now it's not funny. Just stop it!

Joe: I'm not doing it. It's Puss.

Dame: Oh no it isn't!

Joe: \(\) \(\) \(\) \(\) (Together and encouraging audience to join in)

Annie }

Puss } Oh yes it is!

Dame: Oh no it isn't.

Joe: } (Together and encouraging audience to join in)

Annie

Puss } Oh yes it is!

Dame: Oh no it isn't.

Puss: Oh YES IT IS!

Dame: Well, I could've sworn that cat spoke then.

Puss: That's because I did.

Dame: Well, tar me all over and cover me with feathers! I've seen plenty of pussies in

my time but I ain't never heard one speak before!

Joe: (Aside to Annie) I'm sorry Puss told you I was the Carambar Kid. She said it

would impress your uncle!

Annie: And you can't shoot for toffee! Yes I didn't think you were the gun slinging type!

My uncle was impressed though.

Joe: I suppose now I should tell him I'm not the Carambar Kid?

Puss: We need the bandits to think there is a Carambar Kid. It might keep them out of

Dodgy City!

Dame: Good idea and no harm done and it's helping these two love birds.

Puss: Purrrfect!

(strangled cockerel sound effect)

Joe: Where is everyone?

Annie: It's nearly time for the Hoe Down.

Dame: Yes, I'm hoping your uncle might like to see my Harlem Shake.

(She shakes her booty! There is a sound of the creaky floorboards/breaking

wind) That wasn't me! That was the floorboards.

(Enter Mayor through Saloon doors followed by rest of Saloon cast.)

Happy: Howdy Partners! (*Encourage audience response*) Well I ain't been so scared

in all my life. Poor Lulu is right shakin' all over.

Butch: Hey Happy, come and have a glass o'milk to calm your nerves.

Mayor: (*To Dame*) Well Sheriff, you sure sent those bandits packing!

Dame: Not me Mayor! The Carambar Kid here did it!

Mayor: You're a dark horse son!

(Everyone congratulates Joe. Boss Ogg and Wilf enter in a fluster.)

Boss: What's going on? Is everyone alright?

Annie: All's fine uncle. Joe, The Carambar Kid, frightened the bandits away.

Dame: Yes, this boy's a hero!

Boss: Now that might just be enough to convince me this town should have a railroad

stop.

Nellie: Are you saying you're gonna bring the railroad to Dodgy City?

Boss: Well (pause) Yep, I sure am.

Mayor: (Shaking Boss Ogg by the hand) That's great news Mr Ogg.

Happy: I'm mighty glad my bird ain't put you off, Mr Ogg!

(Lulu 'flirts' with Boss Ogg!)

Kitty: We'd better get ourselves purdyed up for the Hoe Down.

Wilf: I don't reckon you'll need to do much then!

Fanny: Well ain't he a charmer! C'mon let's go fix our hair.

(Kitty and Fanny exit stage right)

Dame: (in a girlie voice) I'd better go fix my hair too! (Exits Stage right).

Joe: (Aside to Puss) Well Puss, things seem to be going my way thanks to you and

Annie is going to be staying in town longer.

Puss: Don't get too cosy, Joe. I think you're still going to need more help from me.

Now go and tell Annie how you feel about her!

Joe: (*To Annie*) Er Annie, I was wondering if you would accompany me to the Hoe

Down?

Annie: I'd be honoured Joe.

(Mid curtain closes as Joe and Annie sing duet - Song - Music #26. Scene change behind mid curtain to main street. At the end of the song they exit. The lights go down and Big Heap entrance music #27. Big Heap enters stage right leading Flash. Spotlight. Happy enters Stage Left to greet them.)

Big Heap: I have brought back your mighty steed.

Happy: That's mighty good of you. *(petting Flash)* Good to see you Flash.

(Flash whinnies and tosses his head majestically!)

Big Heap:We have watched some classic western movies together and Flash says that he now understands what a horse does.

Happy: What's a movie?

Big Heap: That is something magic that hasn't been invented yet. All you need to know

is that he is cured. And he has guit smoking!