

“Them Scary Old Stories”
By
Les Rigolettes

Cast of Characters:

Shanae Dicker Mother, Young Gramgram, Mermaid, and Friend
Devon Wolfrey Dad, Friend, Captain Whitbourne, and Young Grampie
Destiny Shiwak Kid 1
Vincent Allen Kid 2
Shania Williams Gramgram
Joshua Adams Old Woman and Grampie

“Them Scary Old Stories”

Scene 1

Stage right consists of a table with four chairs, a small couch, and a comfy chair. The children are playing a board game on the floor. Mom and Dad are enjoying a cup of tea at the table. Stage lights turn up, but after a few beats the lights start to flicker and suddenly go out. The children scream.

Mother: Hush now, nothing to worry about. Let me just get a candle. [*Dimly lit lights stage right*] There now. No need to be scared.

Kid 1: Dad, where did the lights go?

Dad: The generator is probably out of gas.

Kid 2: Can you go check?

Dad: Hold your horses [*struggles to put on his shoes*]; I’m getting to it.

Mother: Could you hurry up dear?

Kid 1: Don’t go outside Dad. There are monsters out there.

Dad: Don’t be so foolish. There are no monsters round here [*exits stage right*].

Kid 2: Yeah boy, duh sookie baby.

Kid 1: Mom, he called me sookie.

Mother: Hush now. You wouldn’t be calling her sookie if you knew what went on around this place.

Kid 1 and 2 seem scared and curious.

Mother: When you’re older I will tell you all about it. Now you two be good I’m going to go give your dad a hand with the generator. I’ll be right back and then I will read you a bedtime story and tuck you in.

Mother exits stage right.

Kid 1: You’re not even old enough to stay up past nine.

Kid 2: I’m old enough to be told scary things. I wish Grampie and Gramgram were here they always told me scary stories.

Knock on the door. Gramgram enters stage right.

Kid 1: Gramgram! Where did you come from?

Gramgram: I heard you wanted me here and I thought I would tell you a few stories till your parents get back.

Kid 1: Are you serious, Gramgram?

Gramgram: My gosh yes. Take a seat there and I will tell you a story about when I was little.

Scene 2

Gramgram: It was a dark and stormy night. Actually, it was Halloween. I went out trick-or-treating with a friend. We were walking behind this old woman who had a hunched back. She turned around and said . . .

Kid 2: BOO!

Everyone screams.

Gramgram: As I was saying, she ran after us. We ran all the way from my driveway to the school.

A Young Gramgram and her friend enter onto a red-lit stage left. She is clearly out of breath and scared. Young Gramgram turns around searching for something.

Young Gramgram: Where did she go?

Her friend is looking all around.

Friend: I don't know.

An Old Woman enters and silently positions herself in front of young Gramgram and her friend.

Old Woman: I'm right in front of you.

Young Gramgram and her friend look at each other, scream and run off stage left down into the audience stopping on the middle platform. Spotlight shines on them. The Old woman exits stage left.

Friend: Where did she go?

Kid 2: I bet she was right in front of you guys again.

Gramgram: No, she wasn't because we searched all around and couldn't see her.

Young Gramgram: I think she vanished. Let's hurry up and get out of here.

Evil laughter. The girls scream and run towards stage right and exit.

Gramgram: I told my mother about what happened and she told me it must have been Old Mother Bucksaw. The scary thing was she died in 1654.

Kid 1: Eeeeeeeeeeeeee, how am I suppose to sleep tonight?

Kid 2: You're not going to sleep because Old Mother Bucksaw is going to get you.

Kid 2 laughs at Kid 1's scared reaction.

Gramgram: Old Mother Bucksaw is no laughing matter. Now be nice to your little sister.

Kid 2: Sorry Gramgram.

Kid 1: Is she really real? How could an old lady who died all them years ago appear and vanish like that?

Gramgram: Oh, she's real. My friend and I were so scared. Especially when she was right in fr-

Before Gramgram finishes the word "front" Grampie enters stage right and makes everyone jump. Grampie gives them a strange look.

Grampie: What's wrong with you?

Kid 1: Grampie! I'm so happy you're here but you scared us. We thought you was Old Mother Bucksaw.

Grampie: Are you telling that old story again?

Kid 2: She scared Kid 1 so much she almost wet herself.

Kid 1: Did not!

Kid 2: Did too.

Kid 1: Not.

Kid 2: Yes you did. You was all, "Eeeeeee".

Grampie: That's enough now. Why don't you sit at the table there and I'll tell you a

funny story to get your minds off of that old ghost story.

The kids go to the table and Gramgram places some snacks at the table and gets Grampie a drink before joining them.

Scene 3

A medium sized rectangular platform is placed downstage stage left. The mermaid lays down a few feet behind it.

Grampie: Now, no self respecting mermaid would be found swimming around in St. John's harbor today. But in the 1600s the harbor must have been much more attractive to these mysterious creatures.

The sound of waves crashing and seagulls can be heard as Captain Whitbourne enters a blue-lit stage left carrying an oar. Early one morning in 1610, Captain Richard Whitbourne spotted a strange creature which he called a marmayde swimming in St. John's harbor. Captain Whitbourne places the oar on the platform and climbs down from the platform into his "boat" to check the moorings. As Whitbourne told it, the mermaid swam swiftly towards him looking carefully at his face. The mermaid pops up from behind the platform and examines the Captain. The Captain is taken by surprise. The water maiden was possessed of a beautiful and well-proportioned face. However, she had blue streaks on her skin instead of hair.

Kid 1: She had no hair?

Kid 2: I didn't know girls could go bald.

Grampie: That they can. Just take a look at your Gramgram over th- [*Gramgram gives him a slap on his shoulder before he can finish*].

Grampie: As I was saying, the creature was about fifteen feet in length and her tail was just like a broad hooked arrow.

The creature tries to get into the "boat" and Captain Whitbourne quickly climbs out of the boat back onto the platform. The Captain was not impressed with the creatures advances so he hit her on the head with an oar. The Captain grabs the oar and hits the creature on the head. The creature lets out a strange sound and disappears.

Grampie: The mermaid hasn't been spotted since, but I bet she's still swimming down there smarting from that smack.

Captain Whitbourne exists stage left. The platform is removed.

Kid 1: Grampie do you think the mermaid was friends with Ariel and Sebastian?

Grampie: Who?

Gramgram: They're characters from that Disney movie, *The Little Mermaid*.

Out of nowhere we hear Ariel's singing voice. Everyone but Grampie looks around.

Kid 2: What was that?

Grampie: What was what?

Gramgram: I think all these stories are starting to get to us. We must all be getting tired. Your mind starts to play tricks on you when you're tired.

Grampie: Why don't I tell you guys one more story before bed?

Kid 1: Okay, as long as it's not scary. I don't like them old scary ones.

Grampie: Alright, let's see.

Scene 4

Grampie: I had just turned thirteen and my friend and I were allowed to go off on our own for the very first time. I got my dogs harnessed and packed my Kammutik. I set off towards my father's trapping grounds near English River.

Young Grampie and his Friend enter stage left. We hear the sounds of a dog team which slowly fades out.

Friend: The dogs are getting a bit quiet must be a storm coming.

Young Grampie: Nah, the dogs must just be tired.

Friend: Maybe we should stop and set up the tent.

Young Grampie: Don't be so foolish. I got a lot of traps to check before dark.

Friend: Alright, but let's have a lunch first.

Young Grampie exits stage left to get the supplies from the Kammutik. He returns a few beats later with a tin kettle, wood and some wrapped up bread and tea.

Young Grampie: Okay, I'll get a fire started to boil the kettle.

Friend: Did you bring the bread and tea?

Young Grampie: Of course, can't go off without bread and tea.

Kid 1: Now I want some bread and tea.

Kid 2: Me too.

Gramgram: You just had a snack.

Kid 1: But Gramgram, I'm hungry again.

Kid 2: Me too.

Gramgram: Alright, just a little bit. Now let your Grampie finish his story.

Grampie: Anyways, we finished our lunch and went to check our traps.

Young Grampie and his friend clear up their lunch and exit stage left. We hear the dog team as they head towards their traps. Young Grampie and his friend enter stage left.

Young Grampie: Anything in it?

Friend: Nope, best go check another one.

Young Grampie: Go check that one.

Friend: Okay. Nothing here. Only tracks going around the trap.

Young Grampie: Alright, let's check another.

Grampie: We must have checked a good ten more and came up empty.

Kid 1: Grampie, what were you hoping to trap?

Kid 2: I bet it was a wolf, was it a wolf?

Grampie: Yes, the wolf's fur was what we were after. It was our way of making money. Anyway, we were so busy checking the traps that we didn't notice the weather starting to change till it was too late.

Friend: I don't like the look of them clouds.

Young Grampie: Me neither, I hope it don't get any worse. We best head back. We don't want to be out in a storm.

Young Grampie exits stage left waits a few beats and enters stage left again.

Friends: Where did the dogs go? Didn't you tie them to that tree?

Young Grampie: I thought you tied them to the tree.

Friend: No, I asked you to do it.

Young Grampie: No you didn't.

Friend: Yes I did.

Young Grampie: No you didn't. I guess we best get walking and find them dogs before this weather gets bad.

Grampie: We didn't get very far before the wind picked up and the snow started blowing every which way.

We hear the sounds of a winter storm.

Young Grampie: I don't know if I can walk much farther.

Friend: We got to keep going.

Young Grampie: I can't see a thing.

Friend: We just got to keep walking.

Young Grampie: Hold on what's that? Sounds like our dogs.

Friend: It's coming from behind us.

Young Grampie turns around.

Young Grampie: I see something. It looks like someone is driving our dogs. Looks like they are coming this way.

Friend: They are coming right towards us.

Young Grampie: Look out!

Young Grampie's friend jumps to the side.

Friend: That was close.

Young Grampie: *[in a scared voice]* The dog team went right through me.

Kid 1: Grampie, I thought this wasn't a scary story?

Grampie: It wasn't a ghost; it was a friendly spirit who guided many trappers who lost

their way.

Young Grampie: What was that?

Friend: I don't know but look it's stopped. I think we should get on.

Young Grampie: Are you insane! We can't get on a ghost dog team.

Friend: My grandfather told me about this man, his name is Old Smoker. He helps all the lost trappers get home.

Young Grampie: I don't care what your grandfather said. I'm not getting on a ghost dog team.

Friend: Fine, stay out here and freeze then. I'm getting out of here.

Young Grampie: Alright, but if something bad happens to us it's all your fault.

Friend: It's a ghost dog team or freeze to death. We don't have much of a choice.

Young Grampie and Friend exit stage left.

Young Grampie: Alright, but if a ghost dog eats me for his supper I'm going to be really mad.

Kid 1: Grampie, this is scary. You promised it wasn't going to be scary.

Grampie: I'm sorry, I guess I forgot that this story had ghosts in it.

Kid 2: How do you forget about ghost dogs? Ghost dogs are wicked cool.

Gramgram: Now who's telling old scary stories to the children?

Grampie: Old Smoker and his dogs were good spirits, not ghosts. If it wasn't for them I would have been a frozen block of ice. I owe them my life.

Kid 2: Grampie, did you ever find out where your dogs went?

Grampie: They found their own way home and my poor dad was worried sick when the dogs came home without me. I wasn't allowed off on my own again for a good two years.

Gramgram: Alright now children time for bed. Give your Grampie a hug and kiss goodnight and go get into bed. I'll come tuck you in.

Kid 1: Night Grampie.

Kid 2: Night Grampie, thanks for telling us them stories.

Grampie: Goodnight my loves.

The kids give their Grampie a hug and exit stage right. Gramgram cleans up the table.

Scene 5

Gramgram: We certainly know a lot of strange and unusual stories.

Grampie: No denying that.

Gramgram: Do you think our stories were too scary for the children?

Grampie: Not going to hurt them, and anyway it's about time they learned about this stuff.

Gramgram: I guess it is time. I just wish we could stay with them a little longer.

Grampie: I know but we have to get back to our resting spots before midnight.

Gramgram: Alright just let me tuck them into their beds and I will join you outside.

Grampie and Gramgram exist stage right. Mom and Dad enter stage right.

Mother: I think it's time we get a new generator. That old thing your dad gave us isn't what it use to be.

Dad: It worked fine for him. If only he was here to teach me that old trick he used to do. He knew exactly where to kick it to make it start.

Mother: I wish your mother was here. She made the best homemade bread. The cabin just isn't the same without them. It's only been a few months since they died but I swear sometimes I think they are here.

Dad: I know what you mea. I could have sworn I heard my dad laugh when we were outside.

Mother: Funny, I thought I heard your mother's voice. Anyway, I best go check on the children. They've never went to sleep without a bedtime story before. I wonder what secret this cabin has that gets them to bed without one.

Dad: Must be all the fresh air.

Mother: Who knows, but one thing is for sure: this cabin is a magical place.

THE END.