

THE GREAT RACE
ACT I: EUROPEAN EXPLOSION

SCENE 1: THEY MEET

Narrator enters the stage and walks towards to middle

NARRATOR

Welcome to the Great Race. It's sure to be a grandiose extravaganza of thrills and chills. Not to mention that it will be a test of endurance and character. The Great Race was the brain child of Mr. Goodman, owner and president of Goodman's Goodstuff - From applesauce to zoos, if it's fun and good, you know it came from Goodman's Goodstuff. You see, Mr. Goodman is ready to retire and he is looking for a replacement. He designed the race as a way to find someone to be responsible for the fun of the children all over the world over by taking over Goodman's Goodstuff. The rules of the race are simple. Each team must collect a **flag** from each part of the world and cross the finish line where Mr. Goodman will declare the winner.

CUE: PLAY "FLAGS"

Also, a team is not allowed to steal the other team's flag. Two teams have been chosen to run the race. The **Good Team** is made up of:

CUE: PLAY "GOOD TEAM"

Kip Daring, the world's greatest adventure racer. He has never lost a race. Ever.
Jenny Alright, the team's navigator. She never makes a wrong turn.
Hank Happy, the team's head of morale and spirit, he keeps things positive no matter what the situation. Mostly by just smiling a lot.
And a late addition,
Gary Grumbler, who was the only one available as a last minute replacement for Frankie Neutral, who had to bow out due to a lack of a sense of humor.

The **Bad Team** is lead by:

CUE: PLAY "BAD TEAM"

Dr. Octavious Despair, a man who has evil plans for Goodman's Goodstuff. He is joined by:

Sabrina Sinister, a woman who loves power,
And **Woe Tume**, who just likes to blow things up.

Both Teams have arrived and are searching desperately for their flags so they can take the early lead. Oh, I have one more quick note before they arrive; I want to make sure that all of you know that you need to help the Good Team. The last thing we want is for Dr. Despair and the Bad Team to win. Remember that when you know the answer to something, shout it out. Don't look now, but here comes Dr. Despair.

The entire Bad Team enters from stage right. The Narrator stays on stage. He listens to the Bad Team and reacts to the things that they say.

DR. DESPAIR

(Pacing) We need to find that flag before Kip Daring and his little band of dogooders find it.

WOE TUME

Hey, boss, why does this race thing have you all worked up?

DR. DESPAIR

Because, my naughty friends, whoever wins the race gets to take over Goodman's Good Stuff.

WOE TUME

I don't follow you boss.

The narrator leans way in and tries even harder to listen

DR. DESPAIR

(To the Narrator) Can I help you?

NARRATOR

Uh, no. No thanks!

DR. DESPAIR

Good because I wasn't going to anyway. Now get lost.

NARRATOR

Alrighty then. *(Narrator exits)*

DR. DESPAIR

(Irritated) Now listen up you two. If I take over the company then I can remove everything that's good from Goodman's Goodstuff. I would turn all of the fun video games in the world into math word problems that are impossible to solve. The only color crayon in the world will be black. And I can't wait to turn pizza into nothing but crust.

SABRIANA SINISTER

That's sure to make that Kip Daring cry like a little baby. Boo-hoo-hoo!

DR. DESPAIR

After I've removed every good and fun thing from Goodman's Goodstuff, there will be nothing good or fun left in the world. *(Gathering the others around)* Then, when every little boy and girl doesn't have anything that is fun or good, they will all turn bad. And when every little boy and girl in the world turns bad, there will be no one to oppose me.

WOE TUME

(realizing) And since you're the baddest dude around, you can rule the world!

DR. DESPAIR

Precisely!

The Good Team enters from stage right and doesn't yet notice the Bad Team. But the Bad Team notices them and slowly moves in to listen to their conversation.

KIP DARING

(Addressing the group) OK, team. We're here in Europe and we have to figure out where the flag is.

JENNY ALRIGHT

Right. And we better move quickly if we want to take the early lead.

HANK HAPPY

Racin' fun. It reminds me of when I used to run from bullies. They never caught me; I was quick on my feet.

GARY GRUMBLER

(Complaining) Why do we have to hurry? I'm tired after that balloon flight.
(slinks down to the ground) Can't we just take a nap?

KIP DARING

Sorry Gary there's no time for napping. I've never lost anything in my life and I'm not about to start now.

WOE TUME

(Moves in closer to Kip and mocks him) Oh, I'm Kip Daring and I'm so wonderful that I've never lost anything in my life. Blah blah blah!

KIP DARING

Well, well, well. If it isn't Dr. Octavious Despair and his Bad Team!

DR. DESPAIR

We are bad aren't we? So Kip, do you really think that you're going to win this race?

KIP DARING

Despair, you've never beaten me at anything in your whole life. Remember when we were five and I won the Great Tricycle Race?

DR. DESPAIR

(Irritated) Yes.

KIP DARING

And when we were 18, I ran right over you and scored the winning touchdown in the Great Football Bowl.

DR. DESPAIR

(Even more irritated and gritting his teeth) Yes. Yes, I remember that one too!

KIP DARING

And then there was the Great...

DR. DESPAIR

I remember them all! I remember every time that you've beaten me! But it's not going to happen this time! Oh, I'm going to win, Kip. Just you wait and see. And when I do, I'll make everything that's good about Goodman's Goodstuff bad. I'll make it so bad, that kids all over the world will be miserable.

KIP DARING

That's not going to happen Despair. You'll never have a chance to ruin all of the good things Goodman's Goodstuff has done.

DR. DESPAIR

Oh, and why not?

KIP DARING

Because you can't beat me Despair. This is the Great Race and only the greatest team in the world can win it. And since the greatest racer in the world is on this team, we're sure to win.

DR. DESPAIR

How do you know that?

KIP DARING

Because I'm **Kip Daring!**

CUE: KIP MOMENT

Several extras run out on the stage and get autographs from Kip and then leave.

JENNY ALRIGHT

That's right Despair. Kip Daring is the greatest Adventure Racer in the world! And there is no better race for Kip Daring than the **Great Race!**

CUE: GENERAL RACE SONG

DR. DESPAIR

This song drives me crazy! Let's get out of here.

Despair leads the Bad Team off stage as the Good Team leads the general race song

SCENE 2: THE LEANING TOWER OF PISA

After the general race song is over, Kip opens his cell phone and "talks" as the Good Team gathers in the middle of the stage.

KIP DARING

(Kip closes his cell phone.) Well, gang, we certainly can't find the flag on an empty stomach so I've ordered a pizza for us.

GARY GRUMBLER

Man, I am so sick and tired of pizza. Is that all you ever eat?

The Narrator rides a bicycle across.

NARRATOR

I've got a pizza delivery for Kip Daring. Pizza for Kip Daring.

KIP DARING

Here I am, my good man.

Kip pays the Narrator for the pizza and everyone on the Good Team but Gary gets excited about the pizza. The Narrator exits the stage on his bicycle and the Good Team settles down to eat.

JENNY ALRIGHT

Since we have a moment, where do you guys think the flag could be?

HANK HAPPY

I don't know. It could be anywhere.

GARY GRUMBLER

We'll probably never find it. You guys dragged me here for nothing. Ugh, I'm so sick of pizza.

KIP DARING

How about a word game to lighten everyone's mood? There are some games in this pizza box.

GARY GRUMBLER

The only thing in the world worse than pizza is word games.

HANK HAPPY

No Gary, I could think of a lot worse things than word games.

GARY GRUMBLER

Like what?

HANK HAPPY

Like having a subway car dropped on your head. That would definitely be worse than a word game. Just thinking of that makes me want to try a word game right now. Come on Kip, fire one at me. A word game that is, not a subway car.

KIP DARING

OK, let's see, the first one is: "What is not the bottom or either side?"

All eyes are on Hank as he ponders the word game, members of the team start to lean in to here the answer, Hank sits there grinning until he finally gives his answer.

HANK HAPPY

I don't know.

The team shrinks in disappointment.

JENNY ALRIGHT

Good try Hank. I wonder if the four and five year-olds know what's not the bottom or either side?

Let the children respond "Top"

GARY GRUMBLER

Ok, so it's "top." Big deal.

KIP DARING

(Ignoring Gary) There are some more word games on the box top. Let's see . . . Hank, I bet that you can get this one. What is not standing straight or lying down?

The team follows the same process as the first answer, Hank ponders as the team anxiously anticipates the answer.

HANK HAPPY

I have absolutely no idea.

The team is disappointed again.

JENNY ALRIGHT

(Looking sideways at Hank, Jenny stands up to try and act out the word game.) Let me see... if you're not standing up or lying down... I bet that the kindergarten and first grade kids know the answer. What do you guys think?

Let the children respond with "leaning"

JENNY ALRIGHT (CONT'D)

That makes sense.

KIP DARING

*(Looking at the top of the box again)*OK, Hank, how about this one? What is the name of a tall, tall building used to capture fairy tale princesses?

The hopeful team leans in as Hank appears to be doing some interesting math in the air. Reaching his "conclusion" he responds.

HANK HAPPY

It seems I'm not very good at this game.

Disappointment from the team.

JENNY ALRIGHT

I wonder if the third and fourth graders know what is the name of a tall, tall building used to capture fairy tale princesses?

Let the children respond with "Tower"

KIP DARING

There's one more, Hank, do you want to try it?

HANK HAPPY

I guess so. I don't have anything better to do right now. Except eat.

KIP DARING

What is a place in Europe that sounds like food?

Hank looks at his pizza as if it is a clue for him, he seems to have the answer but...

JENNY ALRIGHT

(Before Hank can begin) Wait a minute! I bet the fourth and fifth graders know what is a place in Europe that sounds like food?

Let the children respond with "Pisa"

KIP DARING

Wow! You guys are good at these word games.

JENNY ALRIGHT

Don't you get it Kip? Those word games were meant for us.

KIP DARING

(Excited) Of course, those word games were meant for us. *(Confused)*
What are you talking about?

JENNY ALRIGHT

What were the answers to those questions again?

HANK HAPPY

I don't know, I have no idea, I'm not very good at this game, and Pisa. *(Looks happily at Jenny, she smiles awkwardly)*

JENNY ALRIGHT

Not your answers Hank, the answers that the kids gave us. Put them all together and what do you have.

GARY GRUMBLER

A bunch of nonsense.

JENNY ALRIGHT

I don't think so. You get, "Top - Leaning - Tower - Pisa." I think that's where the flag is.

KIP DARING

You know what team?! I think that the flag is at the top of the leaning tower of Pisa!

JENNY ALRIGHT

(Shoots Kip a look of disbelief) You don't say. Anyway, we need to get moving if we're going to get there before Despair does.

KIP DARING

Right, let's get a move on.

The Good Team scrambles and prepares to leave

GARY GRUMBLER

Wait a minute Kip. We can't get to the top of the Leaning Tower of Pisa without a rope. How about I go back to the balloon and grab one.

KIP DARING

Great idea, Gary. Glad that you're thinking ahead. We'll meet you there.

Gary exits towards stage right and Jenny moves in closer to Kip

JENNY ALRIGHT

Kip, why would we need a rope? There stairs that take you up to the top of the tower.

KIP DARING

You never know when you might need a good rope. Gary said that he would meet us there so let's get moving.

The Good Team exits stage left

SCENE 3: THERE'S A SPY

Narrator enters from stage Right as Despair enters from stage left.

NARRATOR

It looks as though the rope that Gary thought they needed wasn't really at the balloon. Maybe what he meant to say was, "Hey, Kip. I need to leave now so that I can go and tell the Bad Team everything you are doing."

Gary enters from stage right and sneaks over to Despair as the narrator exits

DR. DESPAIR

(Slyly) You weren't followed, were you?

GARY GRUMBLER

(Irritated) No I wasn't followed. Listen. I don't have much time and I have some information that I know you would be interested in. My team knows where the flag is.

DR. DESPAIR

So then I guess *I'm* about to know where the flag is.

GARY GRUMBLER

It's at the top of the Leaning Tower of Pisa. I've got to go. They're expecting me back any minute.

Gary moves to exit.

DR. DESPAIR

Wait. Before you go, I have one simple request.

GARY GRUMBLER

OK, what's that?

DR. DESPAIR

Before you meet your friends at the Leaning Tower of Pisa, wait for the . . . how should I put this . . . wait for the fun to begin. It should be a blast.

GARY GRUMBLER

(Confused) OK. I'll do that.

Gary exits towards stage right

SCENE 4: KA-BOOM!

Woe and Sabrina enter from stage left eating ice cream cones. They are discussing how much they love their ice cream when Despair notices them.

SABRINA SINISTER

I love ice cream. It's so yummy.

WOE TUME

This is good stuff. I've had lots of ice cream in my day and this is some of the best ever.

DR. DESPAIR

(Angrily knocking the cones out of their hand) What are you doing! You know how I feel about ice cream. I hate ice cream. *(Aside)* When I am President of Goodman's Goodstuff, I will turn all ice cream into lukewarm spoiled milk. Now back to business. Woe Tume!

WOE TUME

(Stepping forward) Woe Tume reporting for duty, Dr. Despair, Sir.

DR. DESPAIR

I know that you have a bunch "booming" plans in that little portable lab of yours. Well here's your chance to use one; I need a trap for Kip Daring and the rest of that silly little Good Team.

WOE TUME

Oh, I know the one you're talking about. It's called Ka-Boom. I've got it right here.

Woe goes down into the tent and reappears with a scroll of paper.

SABRINA SINISTER

Ooo, I love Ka-Boom! That's a great trap!

DR. DESPAIR

Good, use that plan to stop Daring and those other do-gooders while I get the flag.

WOE TUME

That plan is sooo bad and it's sooo good to be bad.

Woe starts to snap his fingers as the music starts.

CUE: BAD SONG

DR. DESPAIR

Not now. We don't have time to sing that song.

SABRINA SINISTER

Oh come on Despair. It's just one little song.

After the song

DR. DESPAIR

Now that we have that nonsense over with, go make sure that they don't get to the flag before I do.

SABRINA SINISTER AND WOE

Right!

Woe and Sabrina exit stage right while Despair exits stage left.

SCENE 5: EUROPEAN EXPLOSION

The Good Team, minus Gary, enters the stage at the leaning tower of Pisa on stage right. They are wondering where Gary is.

JENNY ALRIGHT

Where is Gary? And I still don't know why he needed rope.

KIP DARING

He'll be here shortly. The balloon isn't that far away.

Sabrina and Woe enter stage left. Woe hides behind a building and Sabrina is disguised as a delivery woman. She carries a box that has a picture of a bomb on the side. The picture should always face the audience. She carries the box over to Kip.

SABRINA SINISTER

I have a package addressed to Kip Daring, Bottom of the Leaning Tower of Pisa, Europe. *(To Kip)* Are you Kip Daring, Bottom of the Leaning Tower of Pisa, Europe?

KIP DARING

Why yes I am.

SABRINA SINISTER

I have a package for you.

She hands the package to Kip and scampers away suspiciously.

KIP DARING

That's funny, I didn't order anything. I wonder what it is. I just need my trusty knife to open it up and see. I know I have it here somewhere.

As Kip searches for his knife, Woe lights a fuse that runs back and forth across the stage and leads up the box. Once the fuse reaches the box, Kip should open it but there will be no explosion. Meanwhile, Despair has entered the stage and is on the top of the leaning tower of Pisa. He is sneaking over to the flags.

KIP DARING (CONT'D)

Strange, I don't see anything in here.

JENNY ALRIGHT

That is weird.

While Kip and Jenny shake and look into the box. Hank notices Despair at the top of tower and he tries to get Kip and Jenny's attention.

HANK HAPPY

Guys . . . Hey Guys... Hey, Guys... look up there.

JENNY ALRIGHT

Not now Hank, we're trying to figure out what's in this box.

HANK HAPPY

It's something I think you want to know.

KIP DARING

Hank, can't you see that we're very busy right now.

HANK HAPPY

OK, I just thought that you might want to know that Despair is stealing our flag. But if you don't care, that's cool.

Jenny and Kip slowly raise their heads and look up at Despair.

JENNY ALRIGHT

Despair! You can't take our flag! It's against the game rules!

DR. DESPAIR

I know. But you forget, I'm bad! And now that I have your flag, you won't be able to move on to Asia. So I'm afraid that I must be going now.

KIP DARING

Don't let him get away.

JENNY ALRIGHT

After him! We need that flag!

HANK HAPPY

Oh, sure. Now they care.

Despair runs out of the tower with Jenny, Kip, and Hank chasing him. After everyone has left the stage, Woe and Sabrina come out of hiding.

WOE TUME

I don't understand. Where was the ka-boom in my ka-boom plan?

SABRINA SINISTER

I don't know.

She picks up the box and takes it towards Woe.

WOE TUME

Are you crazy? Don't bring that over here!

Runs away and behind the screen.

SABRINA SINISTER

(Running after Woe) But don't you want to see why it didn't work.

WOE TUME

Get that thing away from me!

The bomb explodes and the explosion is seen on the screen.

SCENE 6: RETRIBUTION

After the bomb explodes, Gary enters stage right and moves towards stage left. The Good Team, with Despair captured, enters from stage left.

KIP DARING

Now Dr. Despair, it looks like your little distraction didn't work. We've got you and both flags. I'm going to take your flag, leave you here, and take off for Asia.

GARY GRUMBLER

What's going on?

HANK HAPPY

Despair stole our flag and then Kip caught him. Now we have both flags and we're going to keep them so Despair and his team can't move on.

JENNY ALRIGHT

Kip, I don't think that we should keep his flag. The rules of the race say that you're only allowed to take your own flag. And just because he was mean to us and took our flag, doesn't mean that we should be mean to him.

GARY GRUMBLER

(Suspiciously) Yeah, that's right. You have to give him back his flag.

KIP DARING

I'm not going to give him back his flag. He took ours first and now it's pay back time.

JENNY ALRIGHT

That shouldn't matter, Kip. We're the good guys and we are a part of God's family - we know God. And because we know God, we should make the right choice.

HANK HAPPY

I have an idea, let's vote on it.

JENNY ALRIGHT

Kip?

KIP DARING

(Conflicted) Okay.

GARY GRUMBLER

I'm not voting, voting is stupid.

JENNY ALRIGHT

Fine, we'll vote. Who thinks that we should give Despair back his flag and let him go?

Jenny, Hank and Despair raise their hands.

JENNY ALRIGHT (CONT'D)

Now, who thinks that we should keep Despair's flag so his team can't move onto Asia?

Kip and Hank raise their hands.

JENNY ALRIGHT (CONT'D)

Hank, you can't vote twice! You've ruined the vote.

HANK HAPPY

I'm sorry, I just like to vote.

JENNY ALRIGHT

Now what are going to do?

Narrator enters.

NARRATOR

It seems that Hank doesn't understand how a vote works so let me ask you, our most esteemed viewers of the Great Race for your vote. Since you know that Good Guys know God and that means they should make the right choice, how would you vote? If you think that they should break the rules of the race, keep the flag, and get even with Dr. Despair, then yell out, "Keep it!" One, two, three, yell . . .

Let the children respond

NARRATOR (CONT'D)

Now, if you think that they should follow the rules of the race and not try to get back at Dr. Despair, then yell out, "Give it back!" One, two, three, yell . . .

Let the children respond

JENNY ALRIGHT

Looks like the vote is that we give him back his flag and let him go. Thanks for your help kids.

KIP DARING

Alright, (*Letting Despair go*) I'll let you go and here's your flag.

DR. DESPAIR

You never should have listened to them. I'm going to win this race and when I do, everyone will be sorry!

Despair exits

KIP DARING

You know what, Jenny? I feel pretty good about letting him go. I mean we still have our flag and we still have a chance to get ahead in this race. Knowing God means I should make the right choice and I am glad I did.

JENNY ALRIGHT

Being a part of God's family is the best thing ever. Once you get **adopted** by God, you're on the Good Team for the rest of your life.

CUE: PLAY "ADOPTED"

After the song . . .

KIP DARING

Let's go team! We have our flag now let's beat Despair to Asia!

SCENE 7: BALLOON WENT KA-BOOM!

The Good Team exits the stage and Despair enters looking for Woe and Sabrina

DR. DESPAIR

Woe! Sabrina! Where are you two?

Woe and Sabrina enter coughing and looking blown up

DR. DESPAIR (CONT'D)

There you are! *(Getting in Woe's face)* The plan didn't work, Woe! The bomb did not explode!

WOE TUME

Actually boss, the bomb did explode, but it may have caused us to be behind in the race.

DR. DESPAIR

And why is that?

SABRINA SINISTER

The bomb blew up our balloon and it needs to be fixed. It's got holes all over.

DR. DESPAIR

(Angrily looks toward Woe and Sabrina) Then why are you standing here? Go and fix it!

SABRINA SINISTER AND WOE

Right away boss!

Woe and Sabrina exit the stage and leave Despair alone. Narrator enters near Despair.

NARRATOR

And as Woe Tume and Sabrina Sinister head off to fix the Bad Team's balloon, Dr. Despair is left alone to ponder the first day of the Great Race.

DR. DESPAIR

(To Narrator) Your interruptions are quite annoying. Must you keep doing that?

NARRATOR

Yes, and I'm here all week.

DR. DESPAIR

Well I wasn't thinking about the race. But if I was I would be thinking that I'm going to win. And when I win, I'll rule the world! And when I rule the world, I am going to make sure that there will be no more Narrators!

Despair exits

NARRATOR

(Shrugs shoulders as Despair exits) Come back tomorrow night when the Great Race finds itself in Asia!

Narrator exits the stage

END OF ACT I