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Sketches Include:

1. Biting the Hand That Feeds (The Robot)
2. No Appreciation (The Doghouse)
3. Becoming One's Own Person (The Marionette)
4. When It's Right, It's Wrong (The Golfer)
5. Self-Preservation (The Backpacker)



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PRODUCTION NOTES

These whimsical sketches are designed primarily as solo performances. Though the first sketch, "Biting the Hand that Feeds," has a second mime as a robot, this character is a kind of prop in a supporting role.

The illusions written into each sketch may be expanded or simplified according to the talents of the mime performer. Each line describing the mime actions has a corresponding number in the left column to assist the director in making suggestions to the performer for practice work before or after rehearsal periods.

The stage directions are for use on a small proscenium stage. Actions are best seen against a dark background. The set is bare except for a few necessary props.

Traditional mime make-up is recommended. Costuming, however, may vary according to the style of the performer or the theme of the sketch. In "Becoming One's Own Person," for example, the costume may suggest a marionette, but only in a very broad way. No costume frills should be allowed to impede the simplicity of a pure mime illusion.

TABLE OF CONTENTS

Biting the Hand That Feeds	1
No Appreciation	4
Becoming One's Own Person	7
When It's Right, It's Wrong	11
Self-Preservation	13

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
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21
22
23
24
25
26
27
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BITING THE HAND THAT FEEDS

(The Robot)

Stage is Bare. Stage lights on.

Mime enters Left, nonchalantly. He is whistling and happy. He is also curious. This is the basement of his apartment building, and he has never been here before. He looks around, touching furniture, blowing dust from his fingers, kicking at imaginary trash.

Left of Center is an unseen wall with a door in it. Mime stops, feeling the wall and door with his hands. He tries the knob.

Door opens slightly. He closes it.

Mime looks around to see if anyone is watching him. He tries door again, pushing it slowly open.

As he steps inside, lights go out.

He steps back outside, closing door. Lights come on. He reaches into his pocket and pulls out an unseen flashlight, turning it on and shining it around.

He then opens door and steps inside again. Lights go out, but he has his flashlight. (*Small spotlight comes on and stays in front of Mime as he moves slowly around the room, Down Center, Right, Up Right*) As he arrives Up Left in the room, spotlight catches form of crumpled figure on the floor. (*Second Mime has entered and taken a place during second blackout*)

Mime moves quickly to door, finds light switch, and flips it, keeping finger on the switch until after stage lights are on. He turns off his flashlight and pockets it.

Returning to Up Left corner, he tries to move the figure, but wherever he moves the parts — arms, legs, etc. — they stay. It is a robot. Mime is delighted. "A playmate!"

He pulls robot into sitting position, arranging its arms and head. With difficulty, he gets robot to stand by positioning the feet, pulling and finally pushing it up, where it remains stiff and awkward-looking.

1 Mime tries to coax it to move — one foot, then the other, one arm,
2 then the other — but it only moves as he positions it. (*End with*
3 *Robot facing Left*)
4 Then Mime discovers a large key on floor where Robot was sit-
5 ting. He examines it. He examines hole in Robot's back. He in-
6 serts key and turns it twice.
7 Robot swings Right, knocking Mime to floor. Mime remains on
8 floor as Robot moves stiffly, hitting and kicking the air. His
9 movements get slower as he winds down.
10 Mime rises. He is having fun. He rewinds the Robot, tighter
11 this time. As he releases the key, he ducks, avoiding the swing
12 that got him last time. He is pleased with himself.
13 Robot is aggressive, hitting and kicking this time at the Mime.
14 Mime ducks and turns, warning Robot to be good or he'll put him
15 back in the corner.
16 Robot slows and winds down.
17 Mime is really tickled with his discovery. He winds Robot again,
18 very tightly.
19 Robot's movements are sharp, quick, and very aggressive. Mime
20 gets hit in the stomach, kicked in the pants and knocked down.
21 Still, he gets up.
22 Robot, arms extended and curved inward, approaches Mime, who
23 backs into "wall," Right Center. Clever Mime slithers down
24 against wall and escapes, leaving Robot walking against wall, get-
25 ting nowhere.
26 Mime watches as Robot slows and winds down. He isn't quite as
27 happy this time. In fact, signs of fear are creeping into his man-
28 ner, yet the excitement still lingers.
29 He creeps toward Robot and pokes it with his finger. It doesn't
30 move. He winds it again, very tightly and very carefully.
31 Robot is now vicious and moves very fast, intent only on
32 destroying Mime.
33 Mime runs from Robot in circles and figure 8's until Robot
34 winds down, Center. (*End with Robot facing Left. Mime is*
35 *Right of him.*)

1 **Pause.**
2 **Cautiously, Mime approaches Robot and pulls key out of his back.**
3 **He tosses key onto floor, Down Right, and kicks Robot in leg.**
4 **Robot crumbles to floor.**
5 **Mime washes his hands of Robot, shaking his finger as he moves**
6 **toward door, Left.**
7 **Pausing at door, Mime shows regret. He would like things to**
8 **have worked out differently. If only the Robot hadn't been so**
9 **mean!**
10 **Mime opens door and steps outside, closing door behind him.**
11 **He takes a few steps, then stops, remembering the light he has**
12 **left on.**
13 **He returns to door, opens it, goes back inside and turns out light.**
14 *(Stage lights off. Robot quickly leaves stage in darkness)*
15 **Mime steps through door and stage lights come on again. He**
16 **closes door and exits Left, looking over his shoulder, not quite as**
17 **jolly as he was when he entered.**
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