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HAMELOT

Hamelot

A comedy lampoon
of shoot-em-up westerns

by Craig Sodaro



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Contemporary Drama Service

PO Box 7710 • Colorado Springs, CO 80933-7710

SYNOPSIS OF SCENES

Act I

- Scene One The main street of Hamelot, one afternoon
Scene Two Near the DuLac shack, Yuma, a week later. Played
 before the curtain.
Scene Three The main street of Hamelot, a week later.

Act II

- Scene One The main of Hamelot, the following day.
Scene Two A hill overlooking Hamelot, two nights later.
Scene Three The main of Hamelot, the following morning.

SYNOPSIS

Gunslingers rule Hamelot, a tiny town in the Rockies. Legend has it that the only sheriff who will bring law and order to the community is the one who can pull the rifle from the stone just outside the city limits. So far no one has been able to do it. That is, until Artie, an orphan raised by his schoolmarm Aunt Merlina, grabs the gun X-calibre to save his girlfriend's father in a gunfight. The moment Artie becomes sheriff, peace reigns over the town and Gwynnie, his girl, is more than happy to say yes to his proposal of marriage.

But community spirit isn't exactly what the two wily banker-sisters Morgan and Faye have in mind. They've been making a fortune off the estates of all the dead gunslingers, and they don't mean to lose business just because Artie rules the roost. They contact a young con man, Lance DuLac, and convince him to come to Hamelot to upset the apple cart.

Lance not only comes himself, but brings all his brothers and sisters to help defame Artie. They first try to convince the townspeople that Artie's the father of five young waifs that he abandoned. When this doesn't work, Lance decides to turn up the heat with Gwynnie while Artie's off to the capital to get a new town charter. Morgan and Faye help out by getting Lance to swipe a huge golden nugget from two prospectors and then planting it on Artie. So for the second time, Artie stands before the folks in Hamelot trying to prove he's innocent while looking through a noose tied to the nearest tree. Only a miracle can save Artie — and Hamelot.

CAST OF CHARACTERS
(10 male; 11 female; 3 either)

MYRTLE, a townsperson
LETTIE, her friend
TOWNSPERSON ONE
TOWNSPERSON TWO
TOWNSPERSON THREE
SIX-FOOT FREDDY
FIVE-FOOT FRANKIE
MORGAN, the local banker
FAYE, her sister
SHERL, a prospector
PEARL, her partner
IKE, another prospector
MIKE, his partner
BUCK KRENSHAW, a rancher
GWYNNIE, his daughter
ARTIE, an orphan
MERLINA, his aunt
ONE-EYE ED
LANCE DuLAC, a con man
BILLY, his little brother
LILY, a sister
WILLIE, another brother
MILLY, another sister
TILLY, another sister
MA, their mother
BIRD (a fake cloth pigeon-type bird)

SETTING

Main Street of Hamelot, a ramshackle Western town. Several building “fronts” Upstage, one of which is the bank. Characters should be able to go behind the buildings as necessary. A hitching post, a bench here and there.

The DuLac shack (Act I, Scene Two) and the hill above Hamelot (Act II, Scene Two) are played before the curtain. Nothing is required, although a few cacti, rocks, or bushes might enhance the atmosphere.

PRODUCTION NOTES

This is a comedy farce not to be taken seriously by the performers or the audience. Cap guns are all that is needed for the gunfights and background commotion. Guns with blank cartridges are *not* recommended. They are too loud and could prove dangerous.

When Lance DuLac shoots the cigar out of Buck’s mouth and the hat from Mike’s head, the effect should be startling. An invisible thread attached to the cigar and hat can be yanked by another actor standing beside Buck and Mike.

The gold nugget can be any stone painted gold. The hammer used by Lance to knock out Artie should be soft cloth painted like a hammer. All scuffling between the townsfolk should be planned carefully to avoid any injuries.

The costumes are customary cowboy attire with toy guns and holsters.

The square dance music can be any suitable recording unless you are lucky enough to have “western” musicians in your group.

ACT I
Scene One

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SETTING: The main street of Hamelot, a small Western town. We see a couple of ramshackle buildings, a hitching post, a bench or two.

AT RISE: Myrtle enters left. Lettie enters right.

MYRTLE: Is it true?

LETTIE: Five-Foot Freddy is back in town!

MYRTLE: And he's gunning for Five-Foot Frankie!

LETTIE: Shucks, I sure wish we had a sheriff in Hamelot!

MYRTLE: We got a dozen sheriffs! All planted like petunias in Boot Hill!

LETTIE: Oh, Myrtle, we ought to be used to these shootouts by now!

MYRTLE: How come *nobody* in Hamelot can get along?

LETTIE: Beats me! I'd better get home 'n be sure the kids are in the crawlspace.

MYRTLE: During the last shootout, my house got hit four times!

LETTIE: Heavens to Betsy! Bye, Myrtle! See you at the potluck tonight.

MYRTLE: If anybody's still breathing! (*LETTIE exits left, MYRTLE exits right. TOWNSPERSONS ONE, TWO, and THREE tiptoe on left.*)

TOWNSPERSON ONE: You heard what I heard?

TOWNSPERSON TWO: About Six-Foot Freddy and Five-Foot Frankie?

TOWNSPERSON THREE: Don't tell me they each grew an inch!

TOWNSPERSON ONE: They ain't getting the chance! I hear tell they're gonna plant at least one of 'em in Boot Hill by sunset!

TOWNSPERSON TWO: Looky there! (*Points off left.*) There

1 comes Six-Foot Freddy!
2 **TOWNSPERSON THREE:** (*Pointing right*) And here comes
3 Five-Foot Frankie!
4 **TOWNSPERSON ONE:** We'd better hide if we know what's
5 good for us! (*TOWNSPERSONS ONE, TWO, and THREE*
6 *hide behind the various buildings or benches. SIX-FOOT enters*
7 *left, ready for a shoot-out. FIVE-FOOT enters right, likewise.*)
8 **SIX-FOOT:** So! You ain't the lily-livered lout I thought you
9 was!
10 **FIVE-FOOT:** That's a compliment comin' from you, you dirty
11 rat!
12 **SIX-FOOT:** Hope you said your prayers, you mangy dog!
13 **FIVE-FOOT:** I hope you made out yer will, squirrel breath!
14 **SIX-FOOT:** Ain't me that's gonna be needin' a will! It's *you*,
15 beetle brain!
16 **FIVE-FOOT:** On the count of three we'll find out who needs
17 a will!
18 **SIX-FOOT:** One, two, three! (*SIX-FOOT and FIVE-FOOT shoot*
19 *their guns.*)
20 **FIVE-FOOT:** How 'bout that, Six-Foot! You're a darn good
21 shot! (*FIVE-FOOT falls over dead.*)
22 **SIX-FOOT:** You ain't so bad yourself, Five-Foot. (*SIX-FOOT*
23 *falls over dead. MORGAN and FAYE enter from behind "Bank"*
24 *building. They each approach a body and remove a paper from*
25 *the dead man's pocket.*)
26 **MORGAN:** Such a pity, sister dear!
27 **FAYE:** If only these fools would make out wills their
28 property would be protected.
29 **MORGAN:** And it wouldn't all revert to our li'l ole bank.
30 **FAYE:** Such a pity, sister dear! (*SHERL and PEARL enter left.*)
31 **SHERL:** Say, banker ladies!
32 **PEARL:** We need some advice.
33 **MORGAN:** I'd start with the outfits.
34 **FAYE:** Ladies don't dress like that!
35 **SHERL:** We ain't ladies! I'm Sherl.

1 PEARL: And I'm Pearl.
2 SHERL: We're goldiggers.
3 MORGAN: Honey, there ain't a man in this territory that'll
4 fall for you ... let alone one who's got gold!
5 PEARL: We're real goldiggers! Prospectors!
6 FAYE: Oh, yeah? Well, you struck it rich yet?
7 SHERL: We're gettin' close.
8 PEARL: And when we do ... we want one of them boxes.
9 MORGAN: A safety deposit box?
10 SHERL: Yeah! So's we can keep our golden nuggets safe.
11 FAYE: Well, the Hamelot Bank will be glad to help you ...
12 MORGAN: When you find your gold nuggets!
13 FAYE: Until then ... get lost! *(PEARL and SHERL exit right.)*
14 MORGAN: Gold? Around Hamelot? *(FAYE and MORGAN say*
15 *"Naw!" together as IKE and MIKE enter left.)*
16 IKE: Say! You two own the bank, don't you?
17 FAYE: We do, you scruffy old geezer!
18 MIKE: We need to open a bank account.
19 MORGAN: You've got something to put in the bank?
20 IKE: We sure do!
21 FAYE: We do not bank old socks, worn out boots, or
22 suspenders.
23 MIKE: How about gold dust?
24 MORGAN: You got gold dust?
25 IKE: Right here! *(IKE pulls small bag and lets FAYE and*
26 *MORGAN look into it.)*
27 FAYE: Why, look at that!
28 MORGAN: All that glitters!
29 FAYE: Where did you find this gold dust?
30 MIKE: That's our secret, Ma'am!
31 IKE: Now do we do business or not?
32 MORGAN: Right this way! *(FAYE and MORGAN exit behind*
33 *bank. IKE and MIKE follow them. TOWNSPEOPLE quickly*
34 *drag FIVE-FOOT and SIX-FOOT off right and left. GWYNNIE*
35 *enters left, followed by BUCK.)*

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