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C'mon And Dance**

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C'MON AND DANCE

A COMEDY IN ONE ACT BY
Jeffrey Harr



C'mon And Dance

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Cast of Characters

7W

DANCER

WALK-ON ONE

WALK-ON TWO

WALK-ON THREE

WALK-ON FOUR, wears a hat

WALK-ON FIVE

WALK-ON SIX

Lights up on an empty stage.

DANCER enters with a boombox, looks around as if to make sure no one else is around. She sets it down center stage.

Once she's sure the coast is clear, she presses PLAY on the boombox and it blares a popular dance song. At first, she doesn't react, but slowly, she starts to move. A little toe tapping, then a head shake or two, and before long, she's totally rocking it out.

WALK-ON ONE enters, slowly, not noticing DANCER yet.

As soon as DANCER notices someone's coming, she flips out, hurries to stop the music and tries her best to act as though she wasn't doing anything more than casually standing there.

Noticing DANCER, suddenly, WALK-ON ONE looks at her curiously with a look that says, I saw you dancing, and I would tell you what a freak you are, but I'm too cool.

As WALK-ON ONE departs, DANCER sticks out her tongue and mimes righteous indignation.

Settling down, looking around, again, to see if the coast is clear, DANCER presses PLAY again. Again, she starts slow, but before long, gets it rockin'.

After a few moments, once her back is turned, WALK-ON TWO enters, unseen by DANCER.

Once WALK-ON TWO's been there long enough to gawk at the crazy girl dancing in front of her so unashamedly, DANCER turns, sees her, and stops cold. For a few seconds, neither of them moves—not so much as a blink of an eye.

Then, DANCER reaches down ever-so-slowly and stops the music, never taking her eyes off of WALK-ON TWO.

As soon as DANCER is upright again, WALK-ON TWO bursts out in silent laughter; she doubles over, grabs her stomach, points, even mocks some of DANCER's moves.

At first, DANCER is hurt, visibly downtrodden, but then, finding her outrage again, shoos WALK-ON TWO offstage.

Dejected and angry, DANCER walks back to her boombox and presses PLAY again, this time as an act of rebellion,

dancing for all she's worth in the direction of the departed WALK-ON TWO as if to say, Screw you! I'll dance like a freak if I want to!

Suddenly, WALK-ON THREE enters, carrying a boombox.

As if by instinct, DANCER once again turns off her music.

WALK-ON THREE surveys the situation and motions to DANCER as if to say, Mind if I plop my boombox down next to yours?

DANCER is reluctant, but nods and gestures that it's cool.

WALK-ON THREE sets down her boombox, presses PLAY, and a completely different type of music erupts—techno-pop, perhaps. Immediately and without reservation of any kind, WALK-ON THREE goes for it, jammin' for all she's worth; she even tries to get DANCER involved at one point, to no use. It's clear that DANCER's never seen this much self-confidence. It's disarming.

Exhausted after a minute or so, WALK-ON THREE stops dancing, and motions to DANCER as if to say, So... what have you got on your boombox?

DANCER, a bit embarrassed, shakes her head and will not bite.

WALK-ON THREE encourages her. DANCER considers it, but is still reluctant.

WALK-ON THREE bends down and presses PLAY on DANCER's boombox; once the music blares, she encourages DANCER to go for it.

After a few seconds, DANCER slowly starts making it happen before fully giving in and letting it all go. WALK-ON THREE just watches—no judgment.

Once DANCER's done, WALK-ON THREE claps in honest encouragement. DANCER is beside herself with happiness.

Suddenly, WALK-ON THREE checks her watch and notices she's late. She grabs her boombox and turns to go, but before she does, she turns to DANCER and bows. DANCER returns the bow.

WALK-ON THREE picks up her boombox and exits.



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