

Pirates ARRR Us is an audience participation play that stresses the importance of reading. As an audience participation play, there are times when actors will need to improvise a line to cover a response from a participant which does not provide (or otherwise derails) the intended interaction. This is common and necessary. However, this does not give the actors the ability to improvise their way through the script. Improvised material should only be used as a last resort to enable the performance to move forward as intended.

The run-time of *Pirates ARRR Us* is approximately 60 minutes.

Characters:

Cap'm, the less-than-bold pirate commander
Crow, the first mate
Minnow Bait, a pirate (wears an eye patch)
Pete (Penny), a pirate (has a hook)
Gigantic Sand Snark (optional character; non-speaking)

All characters can be played Male or Female.
(Pronouns within the script can be changed accordingly.)

The role of Pete can be played female and leave the character name as is—for the silliness or with a name change to Penny. If the name change is used, you will have to adjust all references within the script.

The Gigantic Sand Snark is an optional character. Having a Gigantic Sand Snark appear near the end of the play gives the audience the pay-off of actually seeing what the pirates never do. (See the note at the end of the script for more information about the GSS.)

Locations:

S.S. Wood Belly and a deserted island

Lights come up on the crew of the S.S. Wood Belly onboard the ship. CROW stands at the ship's wheel.

ALL: *(sung or chanted)*

With a “Yo” and a “Ho” and a big loud “ARRR!”

A pirate sails the seas

With “ahoy” and “avast” and a sail on the mast

A pirate sails the seas

Sails the seas, sails the seas

A pirate sails the seas....ARRR!

CAP'M: Well, mateys, this seems as good a place as any!

CROW: Aye, Cap'm! Drop the anchor, you scurvy dogs, you!

MINNOW BAIT: *(more to self than anyone else)* I'm not a dog.

PETE: *(having overheard)* No, I'd say more like a pig!

MINNOW BAIT: Why you!

MINNOW BAIT pulls a sword. PETE pulls a sword. They fight very badly—neither really sure how to fight.

CROW: Arrr, stop that! If the Cap'm sees you, it will be plank walking for the both of you.

MINNOW BAIT and PETE: He started it!

MINNOW BAIT and PETE fight again (and just as badly.)

CROW: *(interrupting their fight and taking the swords)* That's it! Give me those swords!

MINNOW BAIT: But—

PETE: See what you did!

MINNOW BAIT: If you didn't—

PETE: Well, just telling it—

CROW: If the two of you don't stop it right now—I'll take your eye patch and your hook too!

MINNOW BAIT goes to cover his patch, but covers the wrong eye first, then corrects it broadly. PETE tucks his hook under his arm. Both look child-like at the scolding.

CROW: That's more like it.

CROW returns to the ship's wheel.

CAP'M: Have we stopped, Crow?

CROW: *(realizing they haven't)* Just about to, Cap'm.

CROW gestures to MINNOW BAIT and PETE to lower the anchor. They are oblivious. CROW gestures again, more emphatically. MINNOW BAIT and PETE finally realize what they are supposed to do.

MINNOW BAIT: Oooooohhhh!

MINNOW BAIT and PETE pick up the anchor and toss it overboard. A SPLASH is heard. CAP'M, CROW, MINNOW BAIT, and PETE do a Star Trek style lurch to show the S.S. Wood Belly stops.

CROW: We've stopped.

CAP'M: Then let's go ashore. Give me a chance to stretch me legs.

CROW: Aye, Cap'm.

CAP'M: *(as though it's a good thing)* I have sea water in my veins, but my legs are full of sand.

PETE: *(to MINNOW BAIT)* That sounds uncomfortable.

CROW: Aye, Cap'm.

CAP'M: Lower the gangplank, Crow.

CROW: Aye, Cap'm. Lower the gangplank, you salty dogs!

MINNOW BAIT: *(to PETE)* Don't you dare say a word!

PETE: Who me?

MINNOW BAIT: *(flipping up eye patch)* I've got my eye on you.

MINNOW BAIT realizes eye patch is up and quickly flips it back down.

CROW: Now, you rotten—

MINNOW BAIT and PETE: Dogs! We've got it.

MINNOW BAIT and PETE move to lower the gangplank and stand at the top of it when done.

CAP'M: All ashore, who's going ashore!

MINNOW BAIT and PETE move to go down the gangplank, but CROW pulls them back to allow CAP'M to go first.

CAP'M: Ahhh...dry land! Firm and...not moving. I get tired of walking side to side...to side all the time.

MINNOW BAIT and PETE go down the gangplank and onto the beach. CROW hesitates at the top of the gangplank—he does not want to step foot on the beach.

CROW: Aye, Cap'm.

CAP'M: *(realizing CROW is still on the boat)* Are you coming, Crow?

CROW: Cap'm?

CAP'M: Are you coming ashore, Crow?

CROW: Um...well...uh...I...well...ah...um...

CAP'M: Spit it out, Crow.

CROW: No, Cap'm. I can't.

CAP'M: Why not, Crow?

CROW: I'm—I'm—I'm—I'm...

CAP'M: Spit it out, Crow!

CROW: I'm afraid, Cap'm.

MINNOW BAIT and PETE laugh, loudly and heartily.

CROW: *(to MINNOW BAIT and PETE)* But I'm not afraid of you two!

CAP'M: What could you possibly be afraid of, Crow?

CROW: I'm afraid of...*(takes a deep breath and then delivering the following over the top)*
Gigantic Sand Snarks!

CAP'M: *(imitating CROW's delivery)* Gigantic Sand Snarks! *(not getting it)* Huh?

MINNOW BAIT: *(to PETE)* What is a...*(imitating CROW as well)* Gigantic Sand Snark?

PETE: Forget about that—what is a snark?

CAP'M: Are they a common problem, Crow?

CROW: Gigantic Sand Snarks inhabit the beaches of almost all deserted islands.

CAP'M: Well then, Crow, you have nothing to worry about. We are on the island now, so it is no longer deserted!

CROW: Aye, Cap'm, but I don't think it works that way.

CAP'M: Very well. Would it make you feel better if we make sure that there no Gigantic Sand Snarks on this beach.

CROW: Aye, Cap'm. It would make me feel much better.

CAP'M: All right, let's look for snarks.

CAP'M pulls out the spyglass and begins looking towards the audience then turns. CAP'M is startled when sees MINNOW BAIT and PETE through the spyglass.

CAP'M: *(regaining self)* Oh! Ummm... *(to MINNOW BAIT and PETE)* What does a snark look like?

MINNOW BAIT shakes head and PETE shrugs.

CAP'M: *(coily)* Crow, it would help immensely if you could tell us what a Gigantic Sand Snark might look like.

CROW: Why it looks just like a regular snark only way more...gigantic.

CAP'M: *(covering that still does not know what a snark looks like)* Oh, of course. But you see I—I mean, Minnow Bait and Pete have never seen a snark before so a brief description would help them very much.

CROW: Never seen a snark? Well, aren't you lucky!

MINNOW BAIT: I certainly wouldn't call me "lucky."

PETE: I wouldn't either. Isn't you name "Minnow Bait?"

MINNOW BAIT: Of course, my name is Minnow Bait.

CROW: A snark is...

CAP'M: Yes?

CROW: Well, it has...

MINNOW BAIT: Yes?

CROW: It's kinda...

PETE: Yes?

CROW: Hold on!

CROW goes to get book, disappearing behind the edge of the ship. Bangs and crashes are heard as CROW looks for book. A loud "thump" and "Ow!" are heard before CROW reemerges from behind the ship.

CROW: Here it is!

MINNOW BAIT: A snark?

CROW: Where?!?!?

CAP'M: *(oblivious as usual)* What's that thing in your hand?