

# **Bethlehem Bandits**

Junior Script

by

Dave Corbett

Published by

**Musicline Publications**

**P.O. Box 15632**

**Tamworth**

**Staffordshire**

**B78 2DP**

**01827 281 431**

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**CAST LIST**

***N.B. In the following list, the bracketed number shows the number of spoken lines each role has.***

***An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

**Male Bandits**

Bossicus	(55)
Peteicus	(12)
Brainicus	(48)
Denarius	(21)
Pinchicus	(6)
Dimmericus	(3)
Dimicus	(3)
Andicus	(7)
Davicus	(12)

**Female Bandits**

Barbicus	(10)
Lindacus	(12)
Wendicus	(11)
Bethicus	(10)
Jennicus	(1)
Lauracus	(1)
Annicus	(1)
Francecus	(1)
Susiecus	(6)

**Nativity Characters**

*Joseph	(12)
Mary	(16)
Donkey	(2)
Gabriel	(3)
Innkeeper	(11)
Innkeeper's Wife	(3)

**Kings and Camels**

King 1	(15)
King 2	(11)
King 3	(10)
Camel 1	(2)
Camel 2	(1)
Camel 3	(2)

**Shepherds and Sheep**

Shepherd 1	(7)
Shepherd 2	(6)
Shepherd 3	(8)
Sheep 1	(3)
Sheep 2	(1)
Sheep 3	(1)
Sheep 4	(1)
Sheep 5	(1)
Sheep 6	(1)

**Other Characters**

Rhyming Sheep 1	(2)
Rhyming Sheep 2	(1)
Rhyming Sheep 3	(1)
Virginia Wolf	(9)

***N.B. In addition to the characters listed a Chorus of Angels, Bandits and a Bear will be required.***

**SPEAKING ROLES BY NUMBER OF LINES**

***N.B. In the following list, the number shows the number of spoken lines each role has.***

***An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Bossicus .....	55
Brainicus .....	48
Denarius .....	21
Mary .....	16
King 1 .....	15
Peteicus .....	12
Davicus .....	12
Lindacus .....	12
*Joseph .....	12
Wendicus .....	11
Innkeeper .....	11
King 2 .....	11
Barbicus .....	10
King 3 .....	10
Bethicus .....	10
Virginia Wolf .....	9
Shepherd 3 .....	8
Andicus .....	7
Shepherd 1 .....	7
Pinchicus .....	6
Susiecus .....	6
Shepherd 2 .....	6
Dimmericus .....	3
Dimicus .....	3
Gabriel .....	3
Innkeeper's Wife .....	3
Sheep 1 .....	3
Donkey .....	2
Camel 1 .....	2
Camel 3 .....	2
Rhyiming Sheep 1 .....	2
Jennicus .....	1

Lauracus .....	1
Annicus .....	1
Francecus .....	1
Camel 2 .....	1
Sheep 2 .....	1
Sheep 3 .....	1
Sheep 4 .....	1
Sheep 5 .....	1
Sheep 6 .....	1
Rhyming Sheep 2 .....	1
Rhyming Sheep 3 .....	1

**CAST LIST IN ALPHABETICAL ORDER (WITH LINE COUNT)**

***N.B. In the following list, the number shows the number of spoken lines each role has.***

***An asterisk (\*) before the character's name indicates that this character ALSO has solo or featured sung lines.***

Andicus.....	7
Annicus.....	1
Barbicus.....	10
Bethicus.....	10
Bossicus.....	55
Brainicus.....	48
Camel 1.....	2
Camel 2.....	1
Camel 3.....	2
Davicus.....	12
Denarius.....	21
Dimicus.....	3
Dimmericus.....	3
Donkey.....	2
Francecus.....	1
Gabriel.....	3
Innkeeper.....	11
Innkeeper's Wife.....	3
Jennicus.....	1
*Joseph.....	12
King 1.....	15
King 2.....	11
King 3.....	10
Lauracus.....	1
Lindacus.....	12
Mary.....	16
Peteicus.....	12
Pinchicus.....	6
Rhyiming Sheep 1.....	2
Rhyiming Sheep 2.....	1
Rhyiming Sheep 3.....	1
Sheep 1.....	3

Sheep 2 .....	1
Sheep 3 .....	1
Sheep 4 .....	1
Sheep 5 .....	1
Sheep 6 .....	1
Shepherd 1 .....	7
Shepherd 2 .....	6
Shepherd 3 .....	8
Susiecus .....	6
Virginia Wolf .....	9
Wendicus .....	11

***Non speaking roles:- Chorus of Angels, Bandits and a Bear.***



**CHARACTERS IN EACH SCENE****Scene One**

Annicus  
 Barbicus  
 Bethicus  
 Bossicus  
 Brainicus  
 Chorus Of Bandits  
 Denarius  
 Dimicus  
 Dimmericus  
 Francecus  
 Jennicus  
 Lauracus  
 Lindacus  
 Peteicus  
 Pinchicus  
 Rhyming Sheep 1-3  
 Wendicus

**Scene Two**

Andicus  
 Brainicus  
 Donkey  
 Joseph  
 Mary  
 Peteicus  
 Wendicus

**Scene Three**

Andicus  
 Bossicus  
 Brainicus  
 Peteicus  
 Rhyming Sheep 1-3  
 Wendicus

**Scene Four**

Bethicus  
 Brainicus  
 Camels 1-3  
 Davicus  
 Kings 1-3  
 Susiecus

**Scene Five**

Chorus Of Angels  
 Gabriel  
 Sheep 1-6  
 Shepherds 1-3

**Scene Six**

Barbicus  
 Bear  
 Brainicus  
 Denarius  
 Lindacus  
 Rhyming Sheep 1-3  
 Sheep 1-6  
 Virginia

**Scene Seven**

Barbicus  
 Bossicus  
 Brainicus  
 Denarius  
 Dimicus  
 Dimmericus  
 Lindacus  
 Peteicus  
 Pinchicus

**Scene Eight**

Camels 1-3  
 Rhyming Sheep 1-3

**Scene Nine**

All Bandits  
 Bossicus  
 Brainicus  
 Dimicus  
 Innkeeper  
 Innkeeper's Wife  
 Joseph  
 Kings 1-3  
 Mary  
 Shepherds 1-3  
 Entire Cast For Final Song

**LIST OF PROPERTIES****Scene One**

Cane ..... Bossicus  
 Flip chart (See Production Notes for details) ..... Bossicus  
 Small money pouch ..... Brainicus

**Scene Two**

Suitcase on wheels ..... Joseph  
 Cloak ..... Inside suitcase  
 Sandals ..... Inside suitcase  
 Shirt ..... Inside suitcase  
 Long Johns ..... Inside suitcase  
 Swaddling clothes ..... Inside suitcase  
 Rock (Footstool covered in grey material) ..... Scene Prop

**Scene Three**

No properties required.

**Scene Four**

3 roll mats or blankets ..... Kings 1-3  
 3 bags ..... Camels 1-3

**Scene Five**

Toy lamb ..... Shepherd 1  
 3 roll mats or blankets ..... Shepherds 1-3

**Scene Six**

Large spotted handkerchief ..... Sheep 1

**Scene Seven**

Money pouch ..... Brainicus

**Scene Eight**

No properties required.

**Scene Nine**

Baby doll ..... Mary  
 Blanket ..... Innkeeper  
 Gold, Frankincense & Myrrh ..... Kings 1-3  
 Toy lamb ..... Shepherd 3  
 2 chairs ..... Scene Props

## **HELPFUL HINTS AND TIPS**

Give your children their words to learn first – enlist the help of parents here. Set a date by which they should know them; you cannot hope to rehearse movement or introduce props until words and cues are learnt.

If sending home words to learn, send cues (the preceding line or two) as well, so children not only know what to say but when to say it!

Songs are best learnt separately (it helps to keep the blood pressure down for all concerned).

Once rehearsing begins on stage, introduce any flats (free standing scenery) as soon as possible, so that children have their positions correct from the start. And don't forget to have one or two rehearsals with props, microphones (and lights if using) before the official dress rehearsal to allow time for children to get used to them.

Finally – this may seem obvious but is often forgotten – don't forget to practise your cast bows (arms across tummies or not?) and the order in which they should lead off stage. All too often a super show ends in foot shuffling embarrassment because no one knows quite what to do when the applause ends.

## **PRODUCTION NOTES**

### **STAGING**

Depending on the facilities available this show can be as simple or complex as you want. Just remember, this is not supposed to be a West End production. All most parents want to see is their child on stage. All most teachers want is to survive unscathed. So feel free to add, subtract or completely change the ideas below. And don't forget to send your comments and pictures to [kate@musicline-ltd.com](mailto:kate@musicline-ltd.com).

#### **Scene One: Training**

This scene is set in the Bandits' camp so a few roll mats or blankets placed around the stage would help to set the scene. A flip chart with four titled sheets is carried on stage by Bossicus. The top sheet should read 'Bethlehem Bandits Annual Report'. The second sheet should be headed 'Food Stock', the third sheet should be headed 'Finance' and the last sheet should be headed 'Human Resources'.

#### **Scene Two: Nazareth Road**

So simple! All that is needed on stage is a rock for Mary to rest on. This can be made easily by covering a footstool or small chair in grey material.

#### **Scene Three: Nazareth Road Report**

Again, this scene is really very simple. All that is needed is the Bandits stood at centre stage before they exit and the Rhyming Sheep enter from stage left to deliver their verses to the audience.

#### **Scene Four: Of Camels And Kings**

During this scene the Kings set up camp. The roll mats/blankets used in Scene One can be carried on by the Kings and placed upstage left.

#### **Scene Five: Shepherds Guarding Their Sheep**

The roll mats/blankets are once again needed in this scene as the Shepherds enter and lay out their beds. A baby lamb is carried onstage by Shepherd 1. A small stuffed toy sheep would be sufficient.

#### **Scene Six: Sweet Virginia**

Dead Easy! All that is required is plenty of room on stage for the line dance during Track 5.

#### **Scene Seven: Fond Farewells**

Just have your Bandits standing centre stage during this scene and Track 6 when they say their farewells to Brainicus.

**Scene Eight: Singers Sort Out**

Again, nothing is needed on stage apart from the Rhyming Sheep and the Camels who perform a comical dance routine during Track 7.

**Scene Nine: All Straight**

This scene is set in a stable. To stage left there should be two chairs for Mary and Joseph to sit on with baby Jesus. The rest of the stage should be kept clear so that the rest of the cast can assemble on stage for the final song, Track 8.

**BACKDROPS**

You may have the facilities for changing backdrops, in which case go to town – a hillside with a winding road and middle eastern buildings in the background for Scenes One to Eight and the inside of a wooden stable for Scene Nine.

If this is not practical then the hillside backdrop would be suitable throughout.

**COSTUMES**

The Bethlehem Bandits should wear full length smocks tied around the waist with rope (or twine). They should also wear eye masks or bandannas.

Brainicus should be dressed as the other bandits but also wear glasses.

Joseph is in thigh-length smock and calf-length trousers. He probably has some sort of apron over the top to hold the tools of his trade (carpenter).

Mary is generally seen wearing a white smock and headdress with a blue outer garment over the top.

Shepherds could wear long smocks or knee-length tunics and tea-towel head dresses.

The Innkeeper and his Wife could dress as the Shepherds but also wear aprons to make them look a little different.

The Three Kings are generally seen wearing a cape or robe over a tunic or bright-coloured smock. Crowns on their heads would complete the effect.

Gabriel and the Angels can wear a long white gown with wings and a halo.

The animal characters can wear colour appropriate tights and tops and head dresses or masks to show who they are. If budget allows, whole costumes can be purchased on-line.

## **CHOREOGRAPHY**

### **Track 1: Ready, Steady, Go**

During this song the Bandits enter and can either group together socialising or perform a dance routine. A conga during the chorus is effective.

### **Track 2: No Thank You**

This track involves two groups of Bandits, group A and group B (see script for details.) The two groups should be standing either side of the stage gesticulating at each other and acting out the references in the lyrics.

### **Track 3: Bethlehem Is Near**

During this song Joseph comforts Mary as she repacks the clothes that the Bandits have tossed on the floor. At the end of the song they exit stage right as the Bandits enter from stage left.

### **Track 4: Searching**

At the beginning of this song the three Kings pack up their camp. As the song continues the Kings and Camels plod around the stage wearily.

### **Track 5: Sweet Virginia**

A simple line dance performed by the Sheep is most effective for this song. To add some comedic value, Virginia Wolf could try and scare a Sheep several times but the Sheep just laughs at her.

### **Track 6: Say Goodbye**

During this song Brainicus says his farewells to the Bandits. Have your Bandits standing in a line facing the audience so that Brainicus can visit each one in turn and shake their hand. Some claps during the song are also effective.

### **Track 7: Cool Camels Can**

This song is performed by the three Camels and gives scope for a comedy dance routine. An Egyptian style walk and head movements are very fitting to the song.

### **Track 8: So Excited**

As the whole cast will be involved in this song, room on stage will be limited so not much movement will be required. Some claps and twists during the chorus combined with lots of smiles and enthusiasm is the best way to close the show.

**TRACK 1:****READY, STEADY, GO**

*(During the song the Bandits, except Bossicus, perform a dance routine, or casually enter and group together, socialising. At the end of the song the Bandits arrange themselves around the stage.)*

**ALL:**                   READY, STEADY, GO, WE'RE HEADING FOR BETHLEHEM,  
WE'RE TRAVELLING THROUGH THE YEARS  
TO BRING THIS TALE TO YOU.  
READY, STEADY, GO, WE'LL VISIT A BAND OF MEN  
DISCOVERING BANDITTING IS NOT THE THING TO DO.  
JUST EXAMINE YOUR LIFE ... THEY'RE THINKING,  
LOOK YOURSELF IN THE EYE ... THEY'RE THINKING,  
SEE THE PERSON YOU ARE ... THEY'RE MOVING ALONG.

OFF WE GO, WE'LL BE ON OUR WAY,  
MAKE THE MOST OF EVERY BRAND NEW DAY.  
OFF WE GO, WE'LL BE ON OUR WAY,  
MAKE THE MOST OF EVERY BRAND NEW DAY.

CAN'T BE STILL, CAN'T STOP GROWING,  
CAN'T STAY HERE FOR EVERMORE;  
DON'T BE SCARED, DON'T BE WORRIED,  
OPEN UP THAT BRAND NEW DOOR,  
AND LET'S MOVE FORWARD NOW.

READY, STEADY, GO, GET READY TO MAKE A CHANGE,  
GET READY TO REARRANGE  
THIS LIFE YOU'RE MOVING THROUGH.  
READY, STEADY, GO, GET READY TO WIN AND LOSE,  
GET READY TO CHOOSE TO TAKE  
THE PATH THAT'S RIGHT FOR YOU.

THERE'LL BE THINGS THAT YOU MISS ... YOU'RE MOVING,  
THERE'LL BE THINGS THAT ARE NEW ... YOU'RE MOVING,  
THERE WILL BE A NEW START ... YOU'RE MOVING ALONG.

OFF WE GO, WE'LL BE ON OUR WAY,  
MAKE THE MOST OF EVERY BRAND NEW DAY.  
OFF WE GO, WE'LL BE ON OUR WAY,  
MAKE THE MOST OF EVERY BRAND NEW DAY.

CAN'T BE STILL, CAN'T STOP GROWING,  
CAN'T STAY HERE FOR EVERMORE;  
DON'T BE SCARED, DON'T BE WORRIED,  
OPEN UP THAT BRAND NEW DOOR,  
AND LET'S MOVE FORWARD NOW.

YEH.

**SCENE ONE:****TRAINING**

*(Bossicus enters carrying a cane and a flip chart. He erects the chart facing it towards the audience. The top page has the lettering "Bethlehem Bandits Annual Report" written in letters large enough for the audience to read. There are three titled sheets under this.)*

**BOSSICUS:** *(Bossily tapping his cane on the flip chart to attract everybody's attention)* Pay attention everyone. As you all know we are here today for an update on the band's progress.

**PETEICUS:** *(Cheekily)* Are we at number one in the charts yet?

*(All chuckle.)*

**BOSSICUS:** *(Wearily)* Thank you Peteicus. I meant our group's progress.

**BARBICUS:** *(Sarcastically)* Our group must be in the top ten boss!

**BOSSICUS:** Yes Barbicus, as you will soon see, we top the list of the most pathetic band of bandits in the country. And it's time we got our act together.

*(All groan.)*

**BOSSICUS:** *(Turning to Wendicus)* Wendicus, give us your report on the state of the food over the last year.

**LINDACUS:** *(Jumping up quickly)* I can do that boss, it was bloomin' 'orrible. Still is 'orrible.

*(General hubbub, everybody agrees.)*

**BOSSICUS:** *(Rapping his cane)* Silence everybody. Wendicus please, your report.

*(She moves forward to be the focus of attention.)*

**WENDICUS:** The kitchen tent was stocked with plentiful camels' tongues, tender goat steaks, tasty wolf chops and a large cauldron of curly sheep tail stew.

**BOSSICUS:** And what do we have now?

*(He turns to the next page of the flip chart. This page is headed 'Food Stock'. It is blank. He hits it sharply with his cane.)*

**BETHICUS:** Boss, it's blank, there's nothing there.



- BOSSICUS:** Exactly. Too much slacking around here. Wendicus it's time we got stocked up again. Organise a raid for tomorrow night. I'm fed up with eating grass soup. Brainicus, finance report please.
- BRAINICUS:** *(Stands to be the focus of attention)* At the start of the year we had necklaces and bracelets, a box of silver coins, two gold statues and a large bag of denarius.
- BOSSICUS:** And what do we have now?

*(He turns to the next page of the flip chart. This page is headed 'Finance'. It is blank. He hits it sharply with his cane)*

- BOSSICUS:** We have no denarius.
- DENARIUS:** *(Nervously stands and raises his hand)* Yes we have boss ... Denarius ... I'm over here.
- BOSSICUS:** *(Exasperated, hands raised)* Give me strength. *(Turns to Pinchicus)* Pinchicus, report on Human Resources.
- PINCHICUS:** *(Stands to be the focus of attention)* Last year we used pick pocketing, general robbing and camel jacking.
- BOSSICUS:** And what are we using now?

*(He turns to the next page of the flip chart. This page is headed 'Human Resources' it is blank. He hits it sharply with his cane.)*

- BOSSICUS:** Zilch. And what's happened to the sheep rustling?
- DIMMERICUS:** It's not our fault they won't rustle boss; they're all soft and fluffy.
- BOSSICUS:** Like your brain Dimmericus. So my little Bethlehem Bandits, we need training, and a very large injection of enthusiasm.
- DIMICUS:** Will that help us with flu this winter boss?

*(All snigger.)*

- BOSSICUS:** *(Sarcastically)* Very funny Dimmicus. Now pay attention everybody. Pinchicus is going to head up the training session. Brainicus, I want you to help. You show signs of being a good robber. You need to get out more instead of staying in with your abacus.
- DIMMERICUS:** Abacus, is that his wife?
- JENNICUS:** You are a clot Dimmericus, it's his counting machine. He's finance, remember?
- BOSSICUS:** *(Hand to head)* I'm going to have a quiet despair in my tent.

*(Bossicus exits taking the flip chart. Pinchicus is standing stage right, with the men stage left.)*

**PINCHICUS:** Right men, pick pocket exercises. Dimicus, try to pick my pocket.

*(Dimicus stands. Pinchicus turns away from him. Dimicus creeps exaggeratedly up to Pinchicus, puts out his hand and sneezes energetically.)*

**PINCHICUS:** *(Turning back to Dimicus, whose hand is still outstretched)* Oh yes Dimicus, I hardly noticed you there. *(He smacks Dimicus' hand)* Sit down Dimicus ... Dimmericus, you try.

*(He turns his back. Dimmericus creeps exaggeratedly up to Pinchicus, and puts his hand in his pocket obviously and clumsily. Pinchicus holds Dimmericus' hand to his pocket as he starts to walk around with Dimmericus trailing awkwardly behind him.)*

**PINCHICUS:** Never noticed a thing. Do sit down Dimmericus, you oaf.

*(He smacks his hand and Dimmericus sits.)*

**BRAINICUS:** *(Approaches Pinchicus and speaks very closely with him)* Look Pinchicus, they're trying their hardest. There's quite a skill to picking pockets, and the lads really haven't been properly trained.

*(As he has been talking to Pinchicus, he has been picking his pocket.)*

**BRAINICUS:** I'm sure they would appreciate some training, and perhaps you would appreciate this.

*(He holds up a small money pouch. All the band hoot and cheer.)*

**WENDICUS:** Wow, Well done Brainicus. You're a natural.

**BRAINICUS:** Well, perhaps, but I can't help feeling there's more to life than being a bandit.

**LAURACUS:** It's the only life I've ever known.

**ANNICUS:** Me too, but it's not much of a life is it. It's not very fair.

**FRANCECUS:** Fair? What's fair? You have to make your own "fair" in this life.

**BRAINICUS:** Exactly, and that's why I've been thinking of going to school.

*(All laugh.)*

**BRAINICUS:** I know I'm a bit old, but there's a school in Bethlehem where they'll teach people like us to read.



**GROUP B:** HERE'S A CHANCE TO LEARN TO READ,  
JUST TAKE IT WHILE IT'S THERE.  
WELL YOU'RE THE ONES THAT GRUMBLE  
WHEN YOU SAY THAT LIFE'S NOT FAIR.  
IS ALL WE'RE EVER GOING TO DO  
JUST PINCH AND STEAL AND ROB?  
LET'S LEARN TO READ AND WRITE,  
AND WE MIGHT LAND AN HONEST JOB.

**GROUP A:** THE LIKES OF US?

**GROUP B:** WELL HAVE A GO.

**GROUP A:** A WASTE OF TIME

**GROUP B:** YOU JUST DON'T KNOW.

**GROUP A:** *(Spoken)* Writing in the sand? Not what we'd planned.  
Learn to do sums? Nah, not for us chums.

**GROUP A:** WE DON'T WANT NO TEACHERS' STORIES,

**GROUP B:** HAVE A GO AT SOMETHING NEW,

**GROUP A:** WE DON'T WANT TO GO TO SCHOOL MATE, NO THANK YOU.

**GROUP B:** WE ARE SURE THAT WE'D BE WELCOME,

**GROUP A:** WHAT ON EARTH'S GOT INTO YOU?

**GROUP B:** WON'T YOU GO TO SCHOOL TO LEARN THINGS?

**GROUP A:** NO THANK YOU.

**GROUP A:** *(Spoken)* No thanks chums we'll give it a miss..... No really, honest.

*(The Rhyming Sheep enter.)*

**RHYMING SHEEP:** You might think that sheep have little brain  
Munching there through sun and rain;  
Look at our IQs, note, as a rule,  
They go beyond the ones you score in school.

On the road from Nazareth today,  
Weary travellers on their way;  
One little donkey, lady and man,  
Bandits approaching to get all they ... c aaaaaan.

*(All exit stage right.)*

**SCENE TWO:****NAZARETH ROAD**

*(Peteicus, Wendicus, Andicus and Brainicus enter furtively stage left. As they are looking around...)*

**ANDICUS:** So, school's out Brainicus. Reading and writing not for you?

**PETEICUS:** We didn't think you'd go through with it.

**BRAINICUS:** Well I'm still here, but who knows what's round the corner. I'll get sorted out, you wait and see.

**WENDICUS:** *(Finger to lips)* Shhhhhh. Sounds like there's someone else coming who needs sorting out too... hide.

*(Peteicus and Wendicus crouch stage left, Andicus and Brainicus stage right. Mary, Joseph and a pantomime Donkey enter stage right. Joseph is pulling a suitcase on wheels. As they stop he puts it down and goes over to the Donkey.)*

**JOSEPH:** I think the donkey has a flat hoof. *(Turns to Mary who sits on a rock, looking away)* Are you OK old thing?

**MARY:** *(Turning to Joseph)* Are you talking to me or the donkey Joseph?

*(He goes and puts his arm around her.)*

**JOSEPH:** It's been a bit of a trek hasn't it dear? Nearly there now... just one more push.

**MARY:** Are you talking about me or the donkey?

*(They both laugh. The Bandits jump out threateningly.)*

**PETEICUS:** Right you two, hand over your stuff.

*(Mary and Joseph cower.)*

**WENDICUS:** Yeh, let's see them valuables.

**ANDICUS:** We're the Bethlehem bandits, so watch your step.

**MARY:** Please don't hurt us.

**JOSEPH:** We haven't got anything of any value.

**ANDICUS:** You've got a donkey.

**BRAINICUS:** Have you looked at it? For one thing it looks like it's got a flat hoof.

**WENDICUS:** And fleas more than likely. What a waste of four legs.

**DONKEY:** *(Does a double take)* Huh?

**JOSEPH:** Please don't take the donkey. My wife needs it to carry her to Bethlehem.

**PETEICUS:** Well we need the donkey to ... well ... for ... we just need it.

**WENDICUS:** For a stew.

**ANDICUS:** A stew? We're not that desperate are we? What's in that suitcase?

**MARY:** This and that, bits and bobs.

**PETEICUS:** Sounds promising... let's have a butcher's.

*(Joseph pulls the case to the side of the stage and the band form a tight line across the stage. As he pulls the items out he passes them to the first Bandit, who then holds them up and passes them down the line. Each Bandit repeats the item before tossing it on the floor.)*

**JOSEPH:** Cloak, *(Cloak etc.)*, sandals, *(Sandals etc.)*, shirt, *(Shirt etc.)*, long Johns, *(All giggle)* swaddling clothes.

**BANDITS:** Swaddling clothes?

**PETEICUS:** Who are you going to swaddle exactly?

**MARY:** I'm going to have a baby very soon, and we'll need them. *(She pats her stomach)*

**ANDICUS:** *(Rummaging in the case)* Well there's nothing much in here.

**PETEICUS:** We'll take the case and the donkey anyway.

**MARY:** Oh no, please.

**BRAINICUS:** Look, there's nothing of value here, and the lady's going to have a baby for goodness sake. Let them get on their way to Bethlehem.

**WENDICUS:** You're right, let's let them go. There's nothing worth nicking here.

**PETEICUS:** We'd only have to take the crummy donkey to a garage to get it fixed.

**DONKEY:** *(Does a double take)* Huh?

**ANDICUS:** Who needs swaddling anyway?

**MARY:** Oh thank you so much.

**JOSEPH:** We really appreciate this. If there's anything we can ever do ...

**PETEICUS:** Well, the gang's very hungry. We could do with some food.

**WENDICUS:** *(To Joseph)* Have you got sheeps' eyes?

**JOSEPH:** No, I always look like this.

**BRAINICUS:** Come on you lot.

*(The Bandits exit stage left.)*

**TRACK 3:****BETHLEHEM IS NEAR**

*(During the song Joseph consoles Mary as she picks up the clothes and repacks them, and strokes the Donkey. At the end of the song they exit stage right. As they do so Bossicus enters stage left with the Nazareth road Bandits.)*

**JOSEPH:**

WE'RE SAFE AGAIN, DO NOT WORRY,  
LET'S BE COOL AND CALM,  
WE'RE ALMOST THERE, NOT MUCH FURTHER,  
WE'VE BEEN SAVED FROM HARM.  
THE JOURNEY HAS BEEN HARD AND VERY LONG,  
WITH DANGER IN THE AIR AROUND EACH DUSTY BEND,  
BUT WE MUST PERSEVERE AND TRAVEL ON,  
IT CAN'T BE TOO FAR NOW, WE'RE NEARLY AT THE END.  
DON'T WORRY DEAR, JUST KEEP MOVING,  
BETHLEHEM IS NEAR.

SOON WE'LL FIND AN INN, SOON WE'LL FIND A BED,  
BABY WILL BE BORN, REST HIS LITTLE HEAD.

SO DO NOT FEAR, MY DEAR MARY,  
BETHLEHEM IS NEAR.

WE WON'T GIVE UP, JUST KEEP GOING  
THOUGH THE ROAD WINDS ON,  
WE CAN'T GIVE IN, NO DESPAIRING,  
LET YOUR FEARS BE GONE.  
SO SOON OUR PRECIOUS BABY WILL BE BORN,  
YOU'LL HOLD HIM IN YOUR ARMS  
AND WATCH HIS TENDER SMILES,  
INTO OUR LIVES WILL BREAK A BRAND NEW DAWN.  
BELIEVE ME WHEN I SAY IT'S JUST A FEW MORE MILES.  
DON'T WORRY DEAR, JUST KEEP MOVING,  
BETHLEHEM IS NEAR.

SOON WE'LL FIND AN INN, SOON WE'LL FIND A BED,  
BABY WILL BE BORN, REST HIS LITTLE HEAD.

SO DO NOT FEAR, MY DEAR MARY,  
BETHLEHEM IS NEAR.

**SCENE THREE:****NAZARETH ROAD REPORT**

*(Bossicus walks across the stage with the Bandits following him, and then turns to face them.)*

- BOSSICUS:** So let me get this straight, you had a chance to knobble a donkey and you let it slide?
- PETEICUS:** It wasn't sliding boss ...
- WENDICUS:** It had a flat hoof.
- ANDICUS:** And fleas!
- BOSSICUS:** It was a donkey, a donkey that we have not got. It was a not got donkey, do you understand?
- PETEICUS:** *(Slight pause, then a puzzled)* No.
- BRAINICUS:** She was going to have a baby.
- BOSSICUS:** The donkey?
- BRAINICUS:** The lady. We just let her go.
- BOSSICUS:** Well I'm going to let you go ... on another exercise Brainicus. There's rumour of three rich looking guys with camels coming this way. Let's hope you have more luck this time.

*(They all exit stage right, and the Sheep enter stage left.)*

- RHYMING SHEEP:** Every sheep, each lamb and ram and ewe,  
Sure could tell a thing or two.  
We know you humans think that we're dense,  
But woolly bods like us have lots of sense.
- From our hilltop, guess what we could see,  
Kings on camels, one, two, three.  
They're looking weary, must have come far,  
Seem to be following a big bright ... st aaaaar.

*(The Sheep exit stage left.)*



**SCENE FOUR:                      OF CAMELS AND KINGS**

*(The Kings enter stage right each leading their (pantomime) Camel.)*

**KING 1:**                      We must give these camels a rest before they get the hump.

*(All Kings snigger.)*

**KING 2:**                      I don't know why these camels are such awkward critters.

**CAMELS:**                    *(Do a double take)* Huh?

**KING 3:**                      I thought they were supposed to be the ships of the desert.

*(Camel 2 flops down.)*

**KING 1:**                      I think yours has just sunk Two.

*(The other Camels flop down.)*

**KING 2:**                      The whole fleet has gone by the looks of it. It's a good place to camp anyway.

**KING 3:**                      At least we've got a good view of the star. *(He points.)*

**KING 1:**                      I wish it would hurry up and get where it's going.

**KING 2:**                      Now One, we agreed that we would all follow where the star led us.

**KING 1:**                      But are we sure it isn't leading us up the garden path? I wouldn't mind, but my bag of gold weighs a ton.

**KING 3:**                      Oh come on One, your camel's carrying that, and he doesn't complain.

**CAMEL 3:**                    *(Does a double take)* Huh?

**KING 1:**                      Yes you are right, we've come this far, and, if need be, we'll follow it to the ends of the earth.

**KING 2:**                      I just hope we don't drop off.

**KING 3:**                      *(Yawning)* Well I'm dropping off now. Let's get a spot of regal shut-eye shall we.

*(The Kings quickly make camp and settle down to sleep upstage left. When they are settled, Davicus, Bethicus, Susiecus and Brainicus exaggeratedly creep on, stage right. They surround the sleeping Kings. The Camels sit up.)*

**DAVICUS:**                    *(Exaggerated whispers)* This looks promising. These guys must be rich, they're very well dressed.

**SUSIECUS:**                   Nike sandals ... wicked.

**BETHICUS:**                   And Calvin Klein cloaks. NICE.

**BRAINICUS:** Pretty scratty, ugly looking camels though.  
**CAMELS:** *(Do a double take)* Huh?  
**BETHICUS:** Those camels have got bags.  
**SUSIECUS:** Under their eyes?  
**BETHICUS:** On their backs, clot. Let's see what's in them.

*(The Bandits take the bags from the Camels and bring them downstage right.)*

**DAVICUS:** *(Opening his bag)* Pwar, what a pong. What is this stuff?  
**SUSIECUS:** Frankenstein. It's scent.  
**DAVICUS:** Well it should be sent back. I haven't smelt anything so bad since that rat casserole Wendicus cooked fell in the fire. What's in your bag Bethicus?  
**BETHICUS:** *(Opening her bag)* Pwar, more pongy stuff. These guys must have serious hygiene problems.  
**SUSIECUS:** *(Opening her bag)* Hey, guys, lookee here. *(With controlled hysteria)* Gold... Gold, gold, gold ... GOLD!  
**DAVICUS:** *(Very loud)* We'll be millionaires!  
**BRAINICUS:** Aw, who wants to be a millionaire?  
**OTHERS:** *(As in the classic song – interval of 4th, A to E on piano)* WE DO!

*(All this noise wakes the Kings.)*

**KING 1:** Hey, what's going on?

*(The Bandits pull the Kings to their feet, and manhandle them downstage centre.)*

**DAVICUS:** How very kind of you all to donate this gold to our favourite charity.  
**KING 2:** What charity?  
**BETHICUS:** Us! Thanks your regals.  
**SUSIECUS:** You can keep your smellies though ...  
**BETHICUS:** ... and your crummy camels.  
**CAMELS:** *(Do a double take)* Huh?  
**KING 3:** Please, please don't take the gold.  
**KING 2:** It's a present for a baby.  
**DAVICUS:** Some special baby!  
**KING 1:** Yes, very special. That star is leading us to him.  
**BRAINICUS:** *(As they all look up)* Some special star.  
**KING 1:** The birth of a very special baby has been foretold, and this star is leading us to him.



YOU WILL SEE THAT EVERYTHING TURNS OUT RIGHT.  
SEARCHING, SEARCHING.

SOME PEOPLE SAY WE'RE KINDA CRAZY,  
BUT WE'RE STILL GOING,  
OUR REASONS MAY BE KINDA HAZY, NO WAY OF KNOWING.  
AND WE REALLY DON'T CARE AT ALL,  
'CAUSE WE ANSWERED THAT STARRY CALL,  
WE'LL JUST FOLLOW THAT FIERY BALL UNTIL WE'RE THERE.

IT SEEMS LIKE FOREVER WE'VE BEEN ON THIS QUEST,  
'CROSS MOUNTAINS AND VALLEYS, WE KEEP HEADING WEST;  
WE'VE LOST TRACK OF DISTANCE WE'VE TRAVELLED SO FAR  
ALL THAT WE DO IS JUST FOLLOW THE STAR  
AND WE'RE SEARCHING ... HAAA, WE'RE SEARCHING.

WE LOOK FOR A MONARCH, WE SEEK A NEW KING,  
WE COME TO PAY HOMAGE, AND PRESENTS WE BRING;  
WE'RE MEN WITH A MISSION TO FIND WHERE YOU ARE ....  
ALL THAT WE DO IS JUST FOLLOW THE STAR  
AND WE'RE SEARCHING ... HAAA, WE'RE SEARCHING.

AND THOUGH EMOTIONS MAY BE SOMETIMES MIXED  
WE'RE MAKING SURE THAT OUR RESOLVE IS FIXED.  
WE KEEP OUR EYES UPON THE SHINING LIGHT...  
YOU WILL SEE THAT EVERYTHING TURNS OUT RIGHT.  
SEARCHING, SEARCHING.

**SCENE FIVE:                    SHEPHERDS GUARDING THEIR SHEEP**

*(Shepherds enter stage left with their Sheep. Shepherd 1 is carrying a lamb. The Shepherds lay out their bedding rolls/blankets and the Sheep settle down to rest.)*

**SHEPHERD 1:**            This will be a good place to bed down for the night, and it's nearly time for me to feed this orphan lamb.

**SHEPHERD 2:**            *(Pointing to the sky)* I've not noticed that huge star before. It will give us plenty of light to see if any new lambs are born tonight.

**SHEPHERD 3:**            We will also be able to see the bandits if they decide to rustle sheep.

**SHEPHERD 1:**            Those bandits from Bethlehem will be having a field day with all the visitors coming for the census. There will be many a person missing their money pouches in the mad crush down there.

**SHEPHERD 2:**            Yes, Ben from the inn was saying some bandits had held up a couple yesterday, but had let them off because the lady was about to have a baby.

**SHEPHERD 3:**            Well, that should make headline news. *(Pointing off stage, voice puzzled, trailing off)* Look over there. What's that bright light? It seems to be coming this way.

*(Angels enter, Shepherds cower.)*

**GABRIEL:**            Do not be afraid good shepherds. We bring you great news. A baby has been born in Bethlehem. He has come to save the world. Go and see for yourselves. You will find him in the stable at the inn.

**ANGELS:**            Glory to God, peace on earth, goodwill to all men.

*(All Angels exit.)*

**SHEPHERD 1:**            Wow! Now that will definitely make headline news. Forget the bandit story.

**SHEPHERD 2:**            Come on then we'd better get down the hill to Bethlehem right away.

**SHEPHERD 3:**            Let's just hope the sheep will be safe on their own for once.  
*(Addressing Shepherd 1)* We'd better take the orphan lamb; he's too young to be left.

*(Shepherds pick up their bed rolls and exit.)*

**SCENE SIX:****SWEET VIRGINIA**

*(The three Rhyming Sheep separate from the flock and take their positions front centre stage.)*

**RHYMING SHEEP:** Meet the folks, a happy little flock.  
Meek and mild, of peaceful stock.  
Here come the bandits, all very bad,  
We could be the best mutton stew they've h aaaaad.

*(Denarius enters stage right, creeping dramatically.)*

**LINDACUS:** *(Creeping behind Denarius)* Anybody around?  
**DENARIUS:** I can't see the shepherds anywhere. Just a load of woolly-brained sheep.  
**SHEEP:** *(Do a double take)* Huh?  
**DENARIUS:** Come on.

*(As the other Bandits enter, the Sheep huddle stage left.)*

**BARBICUS:** Great, let's poach a few sheep.  
**LINDACUS:** I like mine roast.

*(Bandits giggle.)*

**SHEEP:** *(Do a double take)* Huh?

*(Denarius moves around the stage performing overly dramatic Karate moves, whilst making baaing sounds.)*

**BRAINICUS:** Denarius, what on earth are those?  
**DENARIUS:** *(Performs a chopping movement)* Lamb chops!  
**BARBICUS:** Denarius, you count the sheep, while we plan the best route back to the camp.

*(The Bandits huddle stage right, and Denarius approaches the Sheep.)*

**DENARIUS:** *(Making a comic show of it as he walks past the Sheep)* One, two, three, f o u r, fi — i — ive, s sssssss.

*(He remains standing, yawns in an exaggerated manner, his head drops and he starts to snore loudly.)*

**BANDITS:** *(In a loud stage whisper)* Denarius!

*(He wakes dramatically and noisily. The Bandits continue to huddle.)*

**DENARIUS:** One, two, three, f o u r, fi — i — ive, s ssssssss.

*(He remains standing, yawns in an exaggerated manner, his head drops and he starts to snore loudly.)*

**BANDITS:** *(In a loud stage whisper)* Denarius!

*(This little routine could perhaps be done once more depending on the audience, and how funnily the actors can make it work. Eventually...)*

**LINDACUS:** *(Without looking in his direction)* Denarius, how many are there for goodness sake?

**SHEEP:** *(Together they speak the number of them you are using. Denarius does not react.)*

**DENARIUS:** Thanks.

*(He crosses over to the other Bandits and repeats the number the Sheep have just given him. Suddenly he realises that the Sheep have spoken and does a double take.)*

**DENARIUS:** Huh? Those sheep told ... do you know what ... those woolly creatures ...

*(The Sheep collectively chuckle into their hands/hooves!)*

**BARBICUS:** Come on, let's get these sheep back to the camp before the shepherds come back.

*(The Bandits cross to face the Sheep. They feel the wool and mutter comments about its softness etc.)*

**BRAINICUS:** It's beautiful wool. Woolly jumpers all round.

***(A Wolf enters, and stands, pathetically, stage right. Denarius is positioned at the back of the Bandit group.)***

**VIRGINIA:** Aooo!

***(The Bandits all face her. The howl was so pathetic that the Bandits are unfazed.)***

**DENARIUS:** Hey guys, a toothless old wolf.

**BARBICUS:** It's a bit crummy and moth eaten isn't it?

**LINDACUS:** On its way to wolf down a pensioner I shouldn't wonder.

***(Bandits laugh.)***

**BARBICUS:** Shoo off you old bag of bones, shoo! Denarius, get rid of that loopy lupine. We'll get the sheep.

***(Virginia starts to howl and wail dramatically, head in hands. The Bandits, apart from Denarius, who moves towards Virginia, laugh and turn back to the Sheep. A large Bear enters and stands behind Virginia.)***

**DENARIUS:** ***(He splutters and points at the Bear – ad lib this. At last he finds his voice.)*** A bear!

***(The others look around casually, then they become frightened and shocked.)***

**BANDITS:** A bear!

***(They exit comically stage left chased by the Bear. Virginia, still sobbing into her hands, looks up, she has not even noticed the commotion.)***

**VIRGINIA:** ***(Through sobs addressing the Sheep)*** Have your friends gone?

**SHEEP 1:** ***(Gives Virginia a large spotted handkerchief)*** Friends Virginia? They were no friends of ours, they were coming for their dinner.

**VIRGINIA:** You?

**SHEEP 2:** All the ewes I think.

***(Virginia blows her nose noisily on the hankie.)***

**VIRGINIA:** Well you all look rather calm about it.

**SHEEP 3:** Yes, we try not to get in a stew.

**SHEEP 4:** Anyway, thanks for... for scaring them off Virginia.