# FAIR PLAY: A PLAY FOR BOYS IN TWO ACTS

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Fair Play: A Play for Boys in Two Acts by Clifton Lisle

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#### **CLIFTON LISLE**

# FAIR PLAY: A PLAY FOR BOYS IN TWO ACTS



### Successful Rural Plays

A Strong List From Which to Select Your Next Play

FARM FOLKS. A Rural Play in Four Acts, by ARTHUR LEWIS TUBES. For five male and six female characters. Time of playing, two hours and a half. One simple exterior, two easy interior scenes. Costumes, modern. Flora Goodwin, a farmer's daughter, is engaged to Philip Burleigh, a young New Yorker. Philip's mother wants him to marry a society woman, and by falsehoods makes Flora believe Philip does not love her. Dave Weston, who wants Flora himself, helps the deception by intercepting a letter from Philip to Flora. She agrees to marry Dave, but on the eve of their marriage Dave confesses, Philip learns the truth, and he and Flora are reunited. It is a simple plot, but full of speeches and situations that sway an audience alternately to tears and to laughter. Price, 25 cents.

HOME TIES. A Rural Play in Four Acts, by ARTHUR Lewis Turns. Characters, four male, five female. Plays two hours and a half. Scene, a simple interior—same for all four acts. Costumes, modern. One of the strongest plays Mr. Tubbs has written. Martin Winn's wife left him when his daughter Ruth was a baby. Harold Vincent, the nephew and adopted son of the man who has wronged Martin, makes love to Ruth Winn. She is also loved by Len Everett, a prosperous young farmer. When Martin discovers who Harold is, he orders him to leave Ruth. Harold, who does not love sincerely, yields. Ruth discovers she loves Len, but thinks she has lost him also. Then he comes back, and Ruth finds her happiness. Price 25 cents.

THE OLD NEW HAMPSHIRE HOME. A New England Drama in Three Acts, by Frank Dumont. For seven males and four females. Time, two hours and a half. Costumes, modern. A play with a strong heart interest and pathos, yet rich in humor. Easy to act and very effective. A rural drama of the "Old Homstead" and "Way Down East" type. Two exterior scenes, one interior, all easy to set. Pull of strong situations and delightfully humorous passages. The kind of a play everybody understands and likes. Price, 25 cents.

THE OLD DAIRY HOMESTEAD. A Rural Comedy in Three Acts, by Frank Dumont. For five males and four females, Time, two hours. Rural costumes. Scenes rural exterior and interior. An adventurer obtains a large sum of money from a farm house through the intimidation of the farmer's niece, whose husband he claims to be. Her escapes from the wiles of the villain and his female accomplice are both starting and novel. Price, 15 cents.

A WHITE MOUNTAIN BOY. A Strong Melodrama in Five Acts, by Charles Townsend. For seven males and four females, and three supers. Time, two hours and twenty minutes. One exterior, three interiors. Costumes easy. The hero, a country lad, twice saves the life of a banker's daughter, which results in their betrothal. A scoundrelly clerk has the banker in his power, but the White Mountain boy finds a way to checkmate his schemes, saves the banker, and wins the girl. Price 15 cents.

### THE PENN PUBLISHING COMPANY PHILADELPHIA

# FAIR PLAY

A Play for Boys in Two Acts

By
CLIFTON LISLE
Author of "A Scout's Honor"



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1917

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Fair Play

#### FAIR PLAY

#### CAST OF CHARACTERS

etc., as many as desired.

## TIME OF PLAYING.—About one hour, STORY OF THE PLAY

On the eve of the great Fardale game, Warhorse McGeely, coach of the Rockby School football team, directs the boys to "lay for" Smith, the opposing tackle, and by foul play put him out of the game. Bob Campbell, captain of the team, approves, but Jack Wintley refuses. The coach exerts pressure, but Jack will not break his Scout Oath even to win the game. Warhorse McGeely then accuses him of being "yellow," and finally in anger orders him to the sidelines during the game. Foxy Jones, the substitute end, takes Jack's place, agreeing to carry out the foul. In the second half of the game it appears that the Fardale team is aware of the Rockby signals. Bob Campbell sprains his ankle. Foxy Jones is put off for slugging. Jack is accused by Foxy of betraying the signals. Finally, as a last resort, Jack is put in, knowing that the others regard him as disloyal. He plays hard, clean football, however, and his touch-down wins the match. In the end, it is discovered that the Fardales had learned the signals purely by chance.

#### COSTUMES

WARHORSE McGerly. Act I. Rather loud check suit, Norfolk jacket, sporty tie. Act II. Same as Act I, with

sweater and cap.

MR. LAWSON. White sweater, cap, knickers or trousers. The Boys. Act I. Diversified schoolboy clothes, such as jackets, blazers, caps, etc. Act II. Same as Act I, with exception of the players, who are in regulation football togs. Have the Rockby team wear sweaters or Jerseys of the same color or design.

#### DIRECTIONS

It should be noted in Act II that the game of football is represented as taking place off stage rear, not actually on the stage itself. The audience can readily follow the game by the words and actions of the players, etc., who are watching it from the training house window. Great care is needed to make the game sound as realistic as possible. The umpire's voice and whistle, the calling of the signals, the cheering, should be rehearsed until the right sounds can be produced so as to sound near at hand, or far off. There should be a special prompter with the "rooters" off stage, to give cues for cheers, etc. If the stage direction be cleverly handled and sufficient snap be put into the cheering off stage, this entertainment should offer no difficulties to any group of boys who have ever taken part in a football match.

#### PROPERTIES

For WARHORSE McGrelv. A piece of chalk.

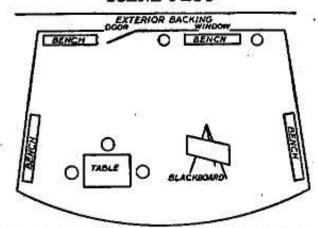
For CAMPBELL. Note-book.

For Foxy Jones. A piece of yellow paper, with writing on it.

For Mr. Lawson. A whistle.

For the Boys. Head-guards, nose-guards, blankets, sweaters, a football, two line-staffs, several buckets of water, etc.

#### SCENE PLOT



SCENE.—The training-room in the Rockby School gym. Table and chairs, down R. Bench, R. and up R. Bench, up L., beneath the window. Blackboard, down L. Entrance, up L. C. Window, up C. Or door and window may both be R. or both L. If possible, have the entrance in the form of a step upward into the room. Picture of team, trophy flags and cups, etc., for decorations. Football togs, sweaters, etc., here 'and there, in the wings from pegs or hooks. A suit-case or two lying about. A few loose boards outside the doorway will serve the purpose of a porch and make the proper clatter, as the boys troop in over them on their cleated shoes.

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