

Bunny-Side Up!

(OR 'How NOT to Handle Sudden Hare Loss')

A radio-play by Anthony E. Palermo

TRUNCATED SAMPLE SCRIPT

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The full script & appendix runs 36 pages.

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TRUNCATED SCRIPT

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Bunny-side Up! (OR 'How NOT to Handle Sudden Hare Loss') [radio-play]

By Anthony E. Palermo

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NOTE: Music tracks (and 1 pre-recorded sound effect) are also part of this play.

All music composed by Anthony E. Palermo

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Billing And Credit Requirements

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(name of producer)
presents

Bunny-side Up!

(OR 'How NOT to Handle Sudden Hare Loss')

A radio-play by ANTHONY E. PALERMO

Musical score composed by
ANTHONY E. PALERMO

SCRIPT HAS BEEN TRUNCATED AT THIS POINT
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Author's Biography

NOTE: Up-to-date text of the two bios is available at: ruyasonic.com/tp-bio-playwright
You can cut & paste the text there into your playbill or program and thus not have to worry about typos. Cuts are permitted to fit the space available. Please include the final sentence and website URL, as many newcomers to radio drama attend productions by troupes like yours.

Pretty long bio:

ANTHONY E. PALERMO (PLAYWRIGHT) is a radio dramatist, performer, and educator based in Los Angeles. He has done over 2500 shows--on NPR and Satellite Radio, as well as in audiobooks and on-stage with L.A. Theatre Works, California Artists Radio Theater, numerous theatre troupes, and on national tours. His holiday-themed plays, *A Christmas Carol*, *It's A Wonderful Life!*, *Auntie Scrooge—a BACKWARDS Christmas Carol*, and *The Headless Horseman of Sleepy Hollow* have seen hundreds of productions around the world since 1996. His sound effects work on Yuri Rasovsky's *Sherlock Holmes Theatre* contributed to its winning an Audie Award--the Oscar of audiobooks. He directed the 60th anniversary production of Norman Corwin's *On a Note of Triumph*--for which he also re-created Bernard Herrmann's orchestral score. He provided live sound effects for shows such as Eric Idle's *What About Dick?* [currently on Netflix as a radio-show-on-film], CART's *Together Tonight*, *Good House for a Killing*, LATW's *Hamlet*, *A Doll House* and *Copenhagen*, as well as performing 65 solo shows at the California State Fair. His *Sonic Storytelling Studio* at San Francisco's Exploratorium is a permanent exhibit that has seen thousands of visitors since 2006. His *Sparx Sound Effects Extravaganza* assembly programs and workshops are popular with schools and colleges across California, the U.S. and the world. He also hosts the RuyaSonic radio drama website, offering info on writing, directing, scoring, engineering, and sound effects. www.RuyaSonic.com

Much shorter bio:

ANTHONY E. PALERMO (PLAYWRIGHT) is an award-winning radio performer, dramatist, and educator who has produced dramas and workshops for broadcast, stage, and schools. He hosts the RuyaSonic radio drama website, offering info on writing, directing, scoring,

Cast of Characters - *'Bunny-side Up!'*

Narrator	The narrator (m/f)
Maxie Murgatroyd	Resourceful teen-ager (m/f)
Mr/Mrs. Murgatroyd	Maxie's cautious parent (m/f)
Clem	Maxie's smart-alecky teen pal (m/f)
Murgatroyd-the-dog	Idiotic, loudmouth dog (m/f)
Buff McDuffy	Snooty teen-ager (m/f)
Mrs/Mr. McDuffy	Buff's snooty parent (m/f)

Two sound effects artists are also required.

Visit Tony Palermo's Radio Drama Resources website at www.RuyaSonic.com

INTRO: INT. RADIO STUDIO - DAY
(NARRATOR, MURGARTROYD)

1. MUSIC: [MUS-01] [BED] "BUNNY-SIDE-UP! OPENING THEME"--UNDER

2. NARRATOR: [CUE] It's time for "Pet Project"--where we radio-dramatize tales of pets and pet-owners. These can be heart-warming tales; tummy-tickling tales; sometimes--even blood-curdling tales! (PAUSE) In "Bunny-side Up!"--we combine all three, as neighbors learn just how much the truth hurts.

SCENE ONE: EXT. MCDUFFY'S YARD - DAY
(NARRATOR, BUFF, MRS. MCDUFFY, MURGATROYD-THE-DOG)

3. LIVE SFX: MRS. MCDUFFY DIGGING--UNDER.

4. NARRATOR: Today's story opens in the backyard of a nice suburban home on a nice suburban street in the nice little town of Yoxpokpetl--a town not unlike your own. Here, Mrs. Buffy McDuffy is busy gardening, when her teen-ager--Buff McDuffy--rushes in with Fluffy, an apparently prize-winning rabbit.

5. LIVE SFX: BUFF'S FOOTSTEPS ENTER. DIGGING STOPS.

6. BUFF: (EXCITED) Mom! Mom! You'll never guess what!

7. MRS. MCDUFFY: Put that ridiculous rabbit in its cage and help hedge this frightful forsythia that--

1. BUFF: --Wait! Mom! At the Yoxpokpetl High Pet-
Talent Contest, Fluffy won a prize!
2. MRS. MCDUFFY: But Fluffy's just a nut-brown bunny!--a
fluffy hare! Rabbits don't do anything, dear.
Other than eat--and then... leave lots of
little--
3. BUFF: --Mom! Fluffy won first place!
4. MRS. MCDUFFY: "First place?" For what?--fluffiest?
5. BUFF: No! (PROUDLY) Noisiest! (TO FLUFFY) Go ahead,
Fluffy, show her!
6. LIVE SFX: RABBIT GARGLING-UNDER
7. MRS. MCDUFFY: "Noisiest bunny-rabbit?" (SIGHS) Oh, that
giggly gargling that Fluffy does used to be
cute, dear, but I find her hare-brained
hysteria deeply disturbing!
8. BUFF: Sorry, Mom.
9. MRS. MCDUFFY: We bought this bunny to mollify your morbid
mania for ghastly ghost movies--and the
nightmarish ninocm-poopery on television.
(SIGHS) Or so we... thought.
10. LIVE SFX: BUFF SHOWS MOM A TAKE-OUT-BAG.

1. BUFF: But look! Here's the Pet-Talent Contest prize! The malt shop--Zero Zest--gave me a Choke-cherry salad--and I'm donating it to Fluffy!
2. MRS. MCDUFFY: Well, at least you defeated those Neanderthal neighbors, next door--and their monstrous mongrel.
3. BUFF: (TO FLUFFY) Look, Fluff! Choke-cherries! Yum!
(TO MOM) I'll bet she loves choke-cherries.
4. MRS. MCDUFFY: Really? She's not eating any.
5. LIVE SFX: RABBIT GARGLES, PAUSES, GARGLES—CONTINUE
UNDER UNTIL THE LINE "SHE STOPPED GARGLING".
6. BUFF: She will--between gargles. There, see? She's eatin' it up!
7. MURGATROYD-THE-DOG: (DISTANT) [ROW-5X]
(Do 5 dog-barks in reply to "shut up" or "up" or "Murgatroyd." Look for [ROW-5X] and inhale while saying "ROW" 5 times. The other characters talk over this barking.)
8. MRS. MCDUFFY: (ANGRY) Oh! talk about noisiest! They should have given the prize to the Murgatroyd's [ROW-5X] loud-mouth dog! Oooh! That beastly barking!

1. BUFF: (UPSET) Yeah! Maxie and that dog scared Fluffy so much she stopped gargling! Oh, no! She's stopped again! (ANGRY) Ooooooh!
(CALLS OUT) Shut up, Murgatroyd! [ROW-5X]
2. MRS. MCDUFFY: Wait. Buff... are you saying the Murgatroyd's horrid hound is actually named "Murgatroyd"?
[ROW-5X]
3. BUFF: Well, their tiresome teen, Maxie, named him "Scraggles," but the dog is such a bird-brain, he doesn't answer to it. So everybody just calls him "Murgatroyd." [ROW-5X]

SCRIPT HAS BEEN TRUNCATED AT THIS POINT
The full script & appendix runs 36 pages.
(several pages later...)

SCENE TWO: INT. THE MURGATROYDS' KITCHEN - SECONDS LATER
(MR. MURGATROYD, MAXIE, MURGATROYD-THE-DOG, CLEM)

8. NARRATOR: [CUE] Meanwhile, at the house next-door, Mr. Milton Murgatroyd is cooking supper--assisted by Maxie, a teen-ager with an appetite matching that of their dog.
9. MURGATROYD-THE-DOG: [Look for [ROW-5X] and do 5 "ROWS!"]

1. MAXIE: [CUE] C'mon, Dad! The trouble at the Pet-
Talent Contest wasn't my fault! When I walked
in, that snooty Buff McDuffy said, (SNOTTY)
"What are you doing here?" As if we don't
even belong!
2. MR. MURGATROYD: Hmm. That sounds like something Mrs. McDuffy
would say.
3. MAXIE: Then Buff's nasty rabbit gargled at us!
(SHUDDERS) It's no wonder Murgatroyd [ROW-5X]
got off his leash!
4. MR. MURGATROYD: You mean chewed-through his leash? Just the
way he's chewed-up all our shoes?
5. MAXIE: Well, maybe we could put him on a chain, Dad.
But he's probably part goat! He might eat it
up! [ROW-5X]
6. CLEM: [DISTANT] Shut up, Murgatroyd!
7. LIVE SFX: CLEM KNOCKS ON SIDE DOOR. (5X)
8. MR. MURGATROYD: Almost supper-time. So... who could that be?
9. MAXIE: (CALLS OUT) Come on in, Clem!
10. LIVE SFX: CLEM OPENS SIDE DOOR. CLEM FOOTSTEPS ENTER.
11. CLEM: Hiya, Maxie. Hiya, Mr. Murgatroyd. [ROW-5X]
(WAITS FOR SILENCE) Say, is supper ready yet?

1. MR. MURGATROYD: (RHETORICALLY) You're here, aren't you? Er...
Clem. Don't your folks feed you at home?
2. CLEM: Sure. Unfortunately, some parents foist TV-
dinners on their families. Whereas real home-
cooked food means leftovers... leftovers that
can be eaten.
3. MR. MURGATROYD: Which means....?
4. CLEM: Not much at my house, but here, it's always
Left-overfest!
5. MR. MURGATROYD: (CHCKLES) OK, Clem, you can join us.
6. CLEM: Gee, that's swell!
7. MAXIE: Sure, Clem, and after supper, you can help me
wash up. [ROW-5X] (IRRITATED) Arrgh! That
dumb dog doesn't know the difference between
"Shut up" [ROW-5X] (WAITS UNTIL SILENCE) and
"Wash up!" [ROW-5X]
8. CLEM: Or whenever anybody says, Murga-- Whoops.
Heh-heh. Almost said it. (PAUSE) Anyway... I
was over at Smiley's house when Mrs. Smotney
foiled my "snack-attack." Then heard Murga--
(AHEM) your dog--barking, so here I am.

1. MR. MURGATROYD: Well, apparently Murga-- our dog--caused a bit of trouble at the school's Pet-Talent Contest today.
2. CLEM: Oh, did he ever! Good thing Audrey Snead tackled him--before he chomped that rabbit! But, gee willikers, was ol' Fluffy McDuffy noisy today! Whew!
3. LIVE SFX: (DISTANT) RABBIT GARGLING-UNDER.
4. MR. MURGATROYD: (DISTRESSED) Oh no! That awful sound!
(SIGHS) You know, that other awful sound.
5. MAXIE: And that's how Fluffy won the talent contest, Dad--by gargling! Arrgh, I hate that crummy bunny.
6. CLEM: Me too! I sorta wish that stuck-up Fluffy would have gotten chomped.
7. MR. MURGATROYD: (STERNLY) Now, now. That wouldn't be right. I'm sure Buff loves Fluffy--the same way we love Murgatroyd. [ROW-5X] OK, maybe more.
8. CLEM: Nah! What kind of pet is a bunny, anyway? They're not like frogs or dogs! Certainly not like Murga-- uh, you-know.

1. LIVE SFX: (DISTANT) RABBIT GARGLING--UNDER
IT ENDS AT "ROLL OVER" IN A "CHOKING" RHYTHM:
1-2-3-4 (PAUSE) 5!
FLUFFY HAS DIED, BUT DON'T MAKE IT OBVIOUS.

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SCENE THREE: INT. MURGATROYDS' FRONT HALL - MORNING
(MR. MURGATROYD, MAXIE)

6. MUSIC: [MUS-03] [BED] "NEXT MORNING"--FADE UNDER

7. NARRATOR: [CUE] The next morning at the Murgatroyd household was like any other--the coffee, the toast, the dog fetching the newspaper...

8. MR. MURGATROYD: (CALLS OUT) Murgatroyd! (WAITS FOR BARK--NONE) Here, boy! (TO MAXIE) Maxie, where is that dog? I want to read the paper.

9. MAXIE: (WHISTLES) (CALLS OUT) Here, Murgatroyd! (WAITS FOR BARK--NONE) Here, boy! Bring the newspaper! C'mon! (PAUSE) Ah! (TO DAD) Here he comes, Dad.

10. MR. MURGATROYD: Well, it's about time.

1. MAXIE: Well, he's got something in his mouth.
2. MR. MURGATROYD: (STERNLY) It better not be one of my shoes.
3. MAXIE: Nah. (PAUSE) Er... um... Wait.
4. MR. MURGATROYD: What is it, Maxie?
5. MUSIC: [MUS-04]: [BED] STING #1 "UNEASY MAXIE"--UNDER
6. MAXIE: (INCREASINGLY UNEASY) It could be a rolled-up newspaper, but then... y'know, it bears a strange er... resemblance to a furry boot!-- Except boots don't have er... two, long, thin, well... you know--
7. MR. MURGATROYD: (DISMISSIVE) Bah! (TO DOG) C'mon, fella. Come and bring Daddy that... that...
8. LIVE SFX: DOG'S PAW-NAILS ENTER ON KITCHEN FLOOR.
9. MR. MURGATROYD: Good boy. That's a good-- (GASPS)
10. MAXIE: (ALARMED) Uh-Oh! That's not a shoe in Murgatroyd's mouth. It's... It's--
11. MR. MURGATROYD: (HORRIFIED) --Fluffy!
12. MUSIC: [MUS-05] [SPOT] RIP-CHORD 1D "DEAD FLUFFY"--LET IT FINISH.
13. MAXIE: Um. Is... is she dead?
14. MR. MURGATROYD: Oh, yeah! (SIGHS) Fluffy's dead.
15. MAXIE: And all covered with dirt!

1. MR. MURGAGROYD: Whew! (DISGUSTED) What a mess!
2. MAXIE: Uh... I guess... Murgatroyd er--
3. MR. MURGAGROYD: --I'm afraid so, Maxie. Goodness! Buff's going to be really upset over this.
4. MAXIE: (ULP) Really.
5. MR. MURGATROYD: Well... (SIGHS) Get it, Maxie. (AWKARDLY) The dead bunny...body. Get it.
6. MAXIE: (TO DOG) Uh... Here, boy. Give-it-to-me. C'mon. Give me the bunny.
7. MURGATROYD-THE-DOG: (Growls--won't let bunny go. Does a growly tug-o-war with Maxie--under)
8. MR. MURGAGROYD: Pull that "bunny...body" out of his mouth. Harder, Maxie.
9. MAXIE: I'm pulling! I'm pulling!
10. MR. MURGATROYD: Oh, let me help. (GRUNTS) And... There!
11. LIVE SFX: DEAD-BUNNY-BODY DROPPED ON FLOOR (FAH-LUMP).
12. MAXIE: Ewww! Yuck! Look at it! What are we gonna do?
13. MR. MURGAGROYD: Um... Well, I... guess we have to tell.... Buff his bunny was killed by... Murgatroyd. Then say... we're sorry.
14. MAXIE: Oh, but the McDuffys will hate us. Fluffy was Buff's "comforting pet pal."

1. MR. MURGATROYD: Well. Their car's gone. Looks like the McDuffy's aren't home right now. Hmm... Get Clem and--when they come back--go over to give Buff the bad news. And uhh... bring back the "bunny...body."
2. MAXIE: Wait! (NERVOUS) Um... Can't we just hide the body? Or... I don't know--bury it?
3. MR. MURGAGROYD: Maxie. That's wrong! We're good neighbors--upstanding citizens. (SIGHS) Sometimes... tragedies... occur. It's sad and, oft--
4. MAXIE: --What if we put Fluffy's corpse... back in her cage by their garage--like nothing happened.

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SCENE FOUR: INT. MURGARTROYD BATHROOM - 20 MINUTES LATER
(NARRATOR, SFX CREW)

7. MUSIC: [MUS-07] [BED] "DESPERATE BUNNY-SCRUB MONTAGE"--UNDER

8. LIVE SFX: CUED UNDER NARRATION: WASH RABBIT. SCRUB FUR.
RUN HAIR-DRYER. SNEAKY-FOOTSTEPS.

1. NARRATOR: [CUE] More than a possibility, it became a plan. [SFX: WASH RABBIT] Maxie and Clem gave the dead bunny a bath, [SFX: BRUSH FUR] scrubbing off the dirt; Shampooing the fur; [SFX: DRYER] Blow-drying that cotton-tail until it looked as good as new. [SFX: SNEAKY-FOOTSTEPS--UNDER] Then, they snuck next-door and laid the gussied-up Fluffy back in her cage--while the McDuffys were out. With the dirty-deed done, Team Murgatroyd only needed to wait for the bunny-body to be discovered.

SCENE FIVE: EXT. MURGARTROYD BACKYARD - 20 MINUTES LATER
(MAXIE, MR. MURGATROYD, CLEM, MRS. MCDUFFY, BUFF)

2. LIVE SFX: DAD RAKING LEAVES--UNDER--STOP AT "SUPPORT".

3. CLEM: Say, um... Mr. Murgatroyd, uh, how long are you gonna rake those leaves?

4. MR. MURGAGROYD: I'm just staying within earshot, Clem--to see how Maxie's "brilliant solution" goes. I want to be around--to er... lend support.

5. CLEM: "Support"?

6. MR. MURGATROYD: Yes. When there's a tragedy--like a house-fire or a car accident--neighbors need to be there, so they can--

1. CLEM: --rubberneck?
2. LIVE SFX: MAXIE RUNS UP.
3. MAXIE: OK, Dad. I locked Murgatroyd in the basement.
We sure don't want him grabbing that bunny
again.

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SCENE SIX: EXT. MCDUFFY'S BACKYARD - SECONDS LATER
(MAXIE, MRS. MCDUFY, MR. MURGAGROYD, BUFF)

- 7* LIVE SFX: [CUE] MAXIE, CLEM, MR. MURGAGROYD FOOTSTEPS
RUN UP.
8. MAXIE: Mrs. McDuffy! Buff! What is it? What's wrong?
9. MRS. MCDUFFY: (ALARMED) Maxie! Mr. Murgatroyd! And, egad!--
some other tedious teen! (HORRIFIED) Look!
10. MR. MURGAGROYD: (TO BUFF) Hey, what is it, Buff?
11. BUFF: (HORRIFIED) F-f-f-fluuuuffffyyyy!
12. MAXIE: (GASPS) Oh, look, Clem. It's Fluffy!--Buff's
bunny-rabbit.
13. CLEM: (FAKE) Gee... She's... not... moving much.
14. BUFF: (HORRIFIED) F-f-f-fluuuuffffyyyy!

1. MR. MURGAGROYD: There, there, Buff.
2. BUFF: (HORRIFIED) F-f-f-fluuuuffffyyyy!
3. MAXIE: Gee! Fluffy looks pretty... er... dead.
4. MR. MURGATROYD: Dead?
5. MRS. MCDUFFY: (STERNLY) Dead! Distressingly deceased!
6. LIVE SFX: DEAD BUNNY-BODY DROPPED ON CAGE TOP.
7. MR. MURGAGROYD: We are so sorry, Buff. (TO MAXIE) Er... Isn't that right, Maxie?
8. MAXIE: Er... yeah. This is so... sudden and--
9. BUFF: No! (HORRIFIED) F-Fluffy died... yesterday!
10. MUSIC: [MUS-10] [SPOT] RIP-CHORD 2EB "YESTERDAY"--LET IT FINISH.
11. BUFF: She (ULP) choked to death--on choke-berries!
12. MUSIC: [MUS-11] [SPOT] RIP-CHORD 3E "CHOKED"--LET IT FINISH.
13. BUFF: We (ULP) buried her in the garden... last night!
14. MUSIC: [MUS-12] [SPOT] RIP-CHORD 4F "LAST-NIGHT"--LET IT FINISH.
15. BUFF: And now... (HORRIFIED) she's baaaaaaack!
16. ALL: (GASP!)
17. MUSIC: [MUS-13] [SPOT] RIP CHORD 5GB AND [BED] OUTRO-UNDER

OUTRO: INT. RADIO STUDIO - DAY
(NARRATOR, MURGARTROYD)

1. NARRATOR: [CUE] Tune in again next time for another
"Pet Project!" (PAUSE) Today's episode was
written and scored by Anthony E. Palermo
[pah-LAIR-mo].

2. MUSIC: ORGAN SWELLS/OUTRO--FADES.

[OPTIONAL CREDIT SEQUENCE FOLLOWS ON NEXT PAGE]

1. NARRATOR:

(PAUSE) Our program featured...

as Buff, _____,

as Mrs. McDuffy, _____,

as Maxie, _____,

as Mr. Murgatroyd _____,

as Clem, _____,

AND _____ as Murgatroyd, the dog.

[ROW-5X] Shut up, Murgatroyd! (WOOF)

(AHEM) Our sound effects artists were

_____ and

_____.

Engineering by _____,

Our director was _____,

I'm your host, _____,

(PAUSE) "Pet Project's Bunny-side Up!" has

been a production of the _____

radio network.

--END OF EPISODE--

Writer's notes for '*Bunny-side Up!*'

My radio-short, *Bunny-side Up!*, was inspired by Alfred Hitchcock's 1955 black-comedy, *The Trouble With Harry*. There, some eccentric Vermonters find a dead man's body on a hillside and proceed to bury and dig up and re-bury him several times--hoping to avoid murder charges--before finding he'd died of natural causes after all. Finally off the hook for his murder, they scrub the body and return it to the hillside so it can be found by the authorities. The film has a nonchalant, dry humor, making it more odd than funny. The farcical situation of desperately trying to conceal the "hidden-forbidden" thing wasn't played up much. Hitchcock's film flopped at the box office.

Thirty-some years later, when the long-out-of-circulation film was re-released, its "bogus-resurrection" storyline got refashioned into a tall-tale where the corpse was now either a dead cat or dead rabbit that had been found by a dog. Newspapers across America reported versions of the story--as actual news. It was quickly retold as one of those "this actually happened to my uncle" stories. When the tale was collected by urban legend folklorist Jan Harold Brunvard in 1988, he titled it "The Replaced Rabbit" or "The Hare Dryer."

In 1986, a friend told me this "true story that happened to my uncle" and I re-wrote it into a humorous newsletter column. In 2003, created a short radio-play sketch for a teen fundraiser and adapted my version of the tale for radio--as *Hare Dryer*, re-using some 1953-style soap opera organ cues I'd composed a few years before. This music gave it a retro, melodramatic vibe, pushing the story into an exaggerated realm where the macabre and dishonest aspects submerge into a dire-yet-ridiculous caper.

At a United Nations radio-drama workshop in the Philippines, two months later, I produced my radio-play with a global cast for a live, nation-wide broadcast. Subsequently, my little show has been produced hundreds of times on-air, on-stage, and in classrooms all over the world.

In 2020, many schools were looking for short, radio-style comedies due to "distance learning" limitations imposed because of COVID-19. *Hare Dryer* proved so popular that I decided to revise and retitile the play--now as *Bunny-side Up!*--to make it funnier and even more desperate. Someday, I may even expand it beyond a 15-minute short into a fuller, more ridiculous farce, but I have other short *Pet Project* comedies in mind, starting with *Pavlov's Cat!*

Anthony E. Palermo

Radio Skills School

Microphone Technique:

- Sensitive and dead areas. Don't touch!
- Proximity effect. (Boomy if too close.)
- Proper distance for radio acting.
- Dynamics and distance. (Back off to yell.)
- Off mic use for distant sounds. Asides.
- Popping "P"s and S-S-S-Sibilance.
- Mic safety. (hitting, blowing, dropping)
- Assume every mic is always ON.
- Quiet script page turning.

Radio Acting:

- Quiet in the studio.
- Don't cough, laugh, or talk during production.
- Watch the director. Wait for your cue. (Q)
- Speed equals excitement. Don't bore audience.
- Jump in if there's dead air.
- Wait for director's signal at end of show.

Radio Direction "Sign Language"

- "Wait" - Open hand.
- "5-4-3---" - Finger count down.
- "Theme starting" - Form a "T" with hands.
- "Watch for cue" - Point to person then eye.
- "You're on" - Pointing finger.
- "Cut" - Finger slits throat.
- "Faster" - Move index finger clockwise.
- "Stretch it out" - Pulling taffy.
- "Come in/"Back off" microphone - Move hand towards/away from face.
- "Louder" - Elevate the hand, palm up.
- "Quieter" - Lower the hand, palm down.

Casting Evaluation: 'Bunny-side Up!'

Director: _____

Date: _____

Cast Size: 7 (m/f) Gender-swapping is permitted.

Sound effect artists: 2

_____	Narrator	The narrator (m/f)
_____	Maxie Murgatroyd	Resourceful teen-ager (m/f)
_____	Mr/Mrs Murgatroyd	Maxie's cautious parent (m/f)
_____	Clem	Maxie's smart-alecky teen pal (m/f)
_____	Murgatroyd-the-dog	Goofy, loud-mouthed dog (m/f)
_____	Buff McDuffy	Snooty teen-ager (m/f)
_____	Mrs/Mr. McDuffy	Buff's snooty parent (m/f)

Audition ratings: A through F

Actor Name	Rating	Bold?	Emotion	Accent?	Possible roles

Casting Monologues: 'Bunny-side Up!'

All actors are asked to read some lines, called "sides," aloud, to audition. The director will cast the roles in our production based upon these readings. Please take a moment to read the lines below several times, both silently and aloud. These monologues can also provide some "back story," giving an idea of who the characters are and what kind of story we are producing. Since radio actors often play several parts, we encourage the use of different voices or accents when auditioning for the different roles.

NARRATOR: It's time for "Pet Project"--where we radio-
dramatize tales of pets and
pet-owners. These can be heart-warming tales;
tummy-tickling tales; sometimes--even blood-
curdling tales! (PAUSE) In "Bunny-side Up!"--
we combine all three, as neighbors learn just
how much the truth hurts.

MAXIE: Hey there! I'm Maxie-one of those plucky
teenagers who get into trouble--but it's not
my fault! Well, not exactly my fault. I need
to stay out of trouble, so quick-thinking and
some handy lies help make trouble go away. At
least I hope it goes away--(WHISPERS) and
doesn't come back.

MR. MURGAGROYD: I'm Milt Murgatroyd and we live next door to Buff and that bizarre bunny that gargles in a really noisy way. My teenager, Maxie, hates bunnies, but loves Murgatroyd, our not-so-quiet dog. As a dad, I try to keep Maxie following "the straight and narrow." But sometimes... well, everything goes wrong!

BUFF: I'm Buff. A silly name, but luckily I've got Fluffy, my beloved bunny-rabbit. Fluffy mostly likes to gargle. If something terrible were to happen to Fluffy... (SOB) my mom would know what to do: Sue the living tar out of whoever was behind it!

SCRIPT HAS BEEN TRUNCATED AT THIS POINT
The full script & appendix runs 36 pages.
(several pages later...)

Sound Effects Cookbook: *'Bunny-side Up!'*

Sound effects duties are split between several SFX artists, so they won't have to quickly switch from one sound effects device to the next. Use colored high-lighters to mark the script as to which SFX artist is doing which sounds. Then array the SFX devices to be in front of the artist responsible for those sound effects cues.

The rabbit gargling needs to be coordinated with the actor vocalizing Murgatroyd-the-dog, so their two sounds appear to be an argument.

SOUND EFFECTS ARTIST #1:

- Digging in garden
- Rabbit gargling
- Lid taken off sauce-pan
- Bunny-body drops to floor
- Wash rabbit
- Brush fur

SOUND EFFECTS ARTIST #2:

- Show Mom a take-out bag
- Footsteps
- Door-knocks
- Door-opening/closing
- Dog paw-nails walking on floor
- Hair-dryer running
- Raking leaves

Sound Effects Cookbook: *'Bunny-side Up!'*

MRS. MCDUFFY DIGGING IN GARDEN

Use a small hand shovel (or metal serving spoon) do dig into some dog food or cat litter.

BUFF FOOTSTEPS, SNEAKY FOOTSTEPS, RUNNING FOOTSTEPS

Take two shoes---one on each hand--and "step" on a table in a walking or running rhythm. 1-2, 1-2, 1-2, etc. For many people running, clatter in an irregular rhythm.

RABBIT GARGLING

Make a silly sound by shaking a toy "jibber jabber" groan hammer rapidly.

EXAMPLE: https://www.youtube.com/watch?v=WaWV_rQBkWc

WHERE TO BUY:



OR use flick fingers over lips while making high-pitched mouth sounds. Make it silly and annoying.

SCRIPT HAS BEEN TRUNCATED AT THIS POINT
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(several pages later...)

Engineer's Notes: 'Bunny-side Up!'

Equipment notes:

Murgatroyd-the-dog should always be off-mic--stand 3 feet away from the actors' mics-to simulate the sound of the dog being in the backyard. Gargling rabbit SFX should be 2-3 feet away from the sound effects mics.

Playback devices:

This show uses several back-to-back music tracks. It may require TWO playback devices OR quick triggering, using an inexpensive MP3 playback app, such as [REDACTED] Practice triggering Rip-Chords one-after-another.

Pre-Recorded Music/SFX tracks:

The music cues are mostly BEDs--where music plays underneath dialogue. Let the music bed establish itself for a few seconds, then reduce the volume a bit to allow the actors' voices to be clearly heard. There is one BRIDGE music cue--where the music plays with no dialogue on top of it. The SPOT cues (rip-chords) need to finish before the next line is delivered. The INTRO and OUTRO music cues may need to be faded out so as to not intrude on character dialogue or the credit sequence.

Cue #	Volume	Title	Run Time
01		INTRO "Bunny-side Up" Opening Theme [BED]	0:40
02		Meanwhile [BED]	0:07
03		Next Morning [BED]	0:26
04		Sting #1 "Uneasy Maxie" [BED]	0:20
05		Rip-Chord 1D "Fluffy!" [SPOT]	0:14
06		Sting #2 "Live on a farm" [BED]	0:17
07		Desperate Bunny-Scrub Montage [BED]	0:38
08		SFX: McDuffy's car pulls in, doors open/close	0:12
09		Rubbernecking [BRIDGE]	0:07
10		Rip-Chord 2Eb "Yesterday!" [SPOT]	0:06
11		Rip-Chord 3E "Choke-Berries!" [SPOT]	0:06
12		Rip-Chord 4F "Last Night!" [SPOT]	0:05
13		OUTRO Rip-chord 5Gb & Closing theme [BED]	0:35

All music composed by Anthony E. Palermo
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