## **"How Absurd!"** A CBRT Script about the Theatre of the Absurd Reader's Theatre Script by Cat Chiappa, a student in Dr. Rosalind Flynn's course, The Teaching of Theatre, at The Catholic University of America

| 1     | Hey, what are you doing?           | All | How absurd! [sound effect].            |
|-------|------------------------------------|-----|--|
| 2     | I'm waiting for Godot.             |     | [gesture]                              |
| 3     | Waiting for who? [gesture]         | 4   | Typically this genre departs from      |
| 2     | Godot. It's a play by Samuel       | 6   | Realistic characters, [gesture]        |
|       | Beckett.                           | 5   | Situations.                            |
| All   | Oh! [gesture]                      | 7   | And everything else that               |
| 4     | Isn't he one of those absurd       |     | we consider to be normal [gesture-     |
|       | guys?                              |     | Quotation marks] in theatre.           |
| 5     | What do you mean? Is he all        | 1   | Oh! [gesture] How else can I tell?     |
|       | crazy [gesture] and stuff?         | 10  | Well, these plays often have           |
| 6     | No! [groans]                       |     | meaningless plots,                     |
| 3.4   | Well then what are you talking     | 9   | Repetitive speech,                     |
|       | about?                             | 8   | Or nonsensical dialogue.               |
| 2     | I'm talking about Theatre of the   | All | How absurd! [sound effect],            |
| _     | Absurd.                            |     | [gesture]                              |
| All   | How absurd! [sound effect],        | 2   | All of these things are often used to  |
| 7 111 | [gesture]                          | _   | create dreamlike sequences, [sound     |
| 7     | Theatre of the Absurd describes    |     | effect-hum Twilight Zone theme],       |
| ,     | plays written [gesture] by a       |     | [gesture]                              |
|       | number of European playwrights     | 1   | Or nightmarish [gesture] moods.        |
|       | in the 1940s, 50s and 60s.         | 3   | [Sound effect, Scream] You scared      |
| 8     | [sound effect, clearing throatAh   | 3   | me!                                    |
| o     | hem] Doesn't it also describe a    | All |  |
|       | <del>-</del>                       | AII | How absurd! [sound effect],            |
| 2     | certain style of theatre as well?  | 5   | [gesture].                             |
| 2 3   | Yes. [gesture]                     |     | All this sounds like chaos. [gesture]  |
| 3     | But why is it called Theatre of    | 10  | It does, but its not. There is usually |
| A 11  | the Absurd?                        | _   | some hidden [gesture] structure.       |
| All   | How absurd! [sound effect],        | 5   | Oh! [gesture]                          |
| 0     | [gesture]                          | 9   | Theatre of the Absurd usually tries    |
| 9     | It is a term coined by Martin      | 2   | to startle [gesture] the viewer.       |
|       | Esslin in his 1962 book by that    | 3   | [Sound effect, Scream] Sorry, you      |
| 1.0   | title.                             |     | startled me.                           |
| 10    | He says that Theatre of the        | All | How absurd! [sound effect],            |
|       | Absurd doesn't argue about the     |     | [gesture]                              |
|       | absurdity of the human condition   | 9   | In startling [gesture] the viewer the  |
| 9     | but that it instead presents it as |     | hope is that it will                   |
|       | being absurd in general.           | 10  | Shake the audience out of their        |
| 7     | In other words, as there is no     |     | comfortable, everyday lives.           |
|       | [gesture] rational explanation of  | All | I see. [gesture]                       |
|       | the universe                       | 2   | Well thanks for the lesson, but I've   |
| 2     | then the world must ultimately be  |     | got to go. [gesture]                   |
|       | seen as being absurd.              | All | Why? [gesture]                         |
| All   | How absurd! [sound effect],        | 2   | Because I'm waiting for Godot!         |
|       | [gesture]                          | All | How absurd! [sound effect],            |
| 1,3   | Well how can I tell if a play is   |     | [gesture]                              |
|       | Absurd?                            |     |  |
|       |                                    |     |  |