

THE BIG BOLT!

---

A Comedy for Children

by

Holly Hepp-Galván

Published by  
Pollyanna Select Plays  
Austin TX

Copyright © 2021  
Edited by Andrew Perry

For licensing contact:  
[judymc@pollytheatre.org](mailto:judymc@pollytheatre.org)

The Big Bolt! was first produced by Pollyanna Theatre Company in Austin TX at the Long Center for the Performing Arts' Rollins Studio Theatre in May 2015. The original cast and crew were as follows:

<u>JIMMI:</u>	Uyen-Anh Dang
<u>PAL the DOG:</u>	Aaron Alexander
<u>BRUNHILDA:</u>	Bethany Harbaugh
<u>CONSTRUCTION FOREMAN:</u>	Brian Phillip Stewart
<u>STOREKEEPER:</u>	Brian Phillip Stewart
<u>MR. SHERMAN the MAILMAN:</u>	Craig Kanne
<u>UNDERSTUDY TO FOREMAN/SHOPKEEPER:</u>	Chase Brewer
<u>DIRECTOR:</u>	Judy Matetzschk-Campbell
<u>STAGE MANAGER:</u>	Andrew Perry
<u>SCENIC DESIGNER:</u>	Patrick Crowley Holly Crowley
<u>COSTUME DESIGNER:</u>	Rikki Tomiko Davis
<u>LIGHTING DESIGNER:</u>	Don Day
<u>SOUND DESIGNER:</u>	Andrew Perry
<u>CREW:</u>	Max Aranson Joelle Cruz

## Cast of Characters

- JIMMI: Confident girl who loves building things.
- \*BINGO the DOG: Jimmi's clever companion. He doesn't speak words, but his whines, growls, and barks are remarkably close to human conversation.
- MR. SHERMAN the MAILMAN: Friendly but getting on in years. Thick glasses, a doddering gait, and confusion with all these new-fangled devices for delivering the mail.
- BRUNHILDA: Opera Singer. If you were to point out that she embodies every cliché of a performer, she'd be highly flattered.
- \*\*CONSTRUCTION FOREMAN: Yellow hard hat, small coveralls, and a big ego.
- \*\*STOREKEEPER: Owner of a mom-and-pop grocery store.

\*Although written as male in the script, the role of BINGO THE DOG may be played by any gender.

\*\*The Foreman and the Storekeeper may be played by the same actor or two separate actors. If two actors, then Storekeeper may be played by any gender.

## Scene

A small town. One area is Jimmi's bedroom, and the rest are outlines and facades that suggest an opera singer's home, a small grocery store, and a construction site.

## Time

The present.

SETTING: JIMMI's bedroom.

AT RISE: Lights up on JIMMI. She is carefully building a tower of blocks.

JIMMI

Oh... 'kay. This time I think I've got it.

(counting the layers)

One, two, three, four, whoa... steady... five, six, seven, let me push that one in... eight, nine...

(BINGO comes bounding in full of energy.)

No, Bingo! Stay away!

BINGO

(annoyed)

Mmmmmh.

JIMMI

I have to be very careful as I add the tenth level.

(She picks up a block and BINGO sniffs it excitedly.)

Quit it! It's not a dog bone.

BINGO

(nodding his head yes)

Mmm-hmm.

JIMMI

No. It's NOT.

BINGO

(insistent, sniffing and pointing to his open mouth)

MMM-HMM!

JIMMI

BINGO. Sit over there. OVER THERE. SIT.

(BINGO reluctantly goes to a corner. JIMMI places the last block.)

Ooh! Look at that! Ten floors! My highest ever! A whole tower of BONES!

(At the word, "BONES", BINGO springs up excitedly.)

No, not "bones"! Blocks! A whole tower of BLOCKS.

(It's too late. BINGO leaps at the tower and grabs the top one in his mouth. The whole thing topples over with a crash.)

JIMMI (Cont.)

BIN-GO!!!

(BINGO runs around the room noisily.)

Ugh. That block was important!

(BINGO suddenly drops it at her feet like it tastes bad.)

BINGO

Peh.

JIMMI

(gathering up the blocks)

Fine. If I can't build anything inside the house, then let's go outside and see the construction site.

BINGO

(shaking his head like a warning)

Mmm-mmm-mmm.

JIMMI

Oh, come on! My mom wants us to go to the store anyway. She left me a note.

BINGO

(suddenly remembering)

Mmmm-hmm!

(BINGO runs out of the room and returns with the note in his mouth.)

JIMMI

Eww. You slobbered on it.

(reading)

"Dear Jimmi, please go to the store and buy a bone for Bingo..."

BINGO

Mwhoo-hoo!

(BINGO does a happy dance.)

JIMMI

"...and also get some sss... pppp... for dinner." There's an "s" word and a "p" word, but I can't make them out.

(waving the paper)

You smeared it with your drool.

(BINGO grabs the paper and tries to read.)

BINGO

Sss... pppp...

(He suddenly starts miming opening a large jar of pickles. He pretends to eat one.)

JIMMI

(guessing)

SSSour PPPickles? No, we already have sour pickles...

(BINGO mimes flipping pancakes and then adding something.)

P-Pancakes...? And what are you adding? SSSalsa?!? Nobody would make Salsa Pancakes!

(BINGO mimes tasting something sweet.)

Okay, SSSweet...

(BINGO waddles like a penguin.)

...Penguin?!? IT DOESN'T SAY SWEET PENGUINS! Give me that.

(JIMMI grabs the note.)

Sss... pppp...? Ssspicy? Peppers?

(BINGO mimes fanning his mouth.)

Well, my dad likes spicy food. Maybe mom wants us to buy spicy peppers? Hmm... Let's go to the construction site first and then we'll figure this out later. Come on!

(JIMMI folds up the note, but BINGO stops her and points at the bottom.)

BINGO

A-hem!

JIMMI

What? It's just says that we should count the money she left us.

BINGO

(pointing)

A-HEM.

JIMMI

Fine.

(reading)

"And Jimmi, if you go to the construction site, be very careful! Make sure you stay outside the safety fence." Okay, Bingo, I know! I won't go inside the fence. Now let's go!

(They walk over and pick up some money on the counter.)

Here's the money. Help me count it.

(As JIMMI holds up each dollar bill, BINGO raises one finger. It is a counting/gesture game that they do often and BINGO is very proud of representing each number on his fingers and other parts of his body.)

One.

(BINGO holds up a finger.)

Two.

(BINGO holds up a second finger.)

Three.

(BINGO holds up a third finger.)

Four.

(BINGO holds up a fourth finger.)

Five.

(BINGO holds up a fifth finger.)

Six.

(BINGO hesitates a moment, then holds up a finger from

the other hand. JIMMI  
counts all BINGO's upraised  
fingers.)

JIMMI (Cont.)

One, two, three, four, five, six. Good job, Bingo! This is  
six dollars! Let's go!

(JIMMI puts the money and  
the note in a backpack. As  
they head outside, we can  
hear the birds sing in the  
late afternoon. The stage  
should be brightly lit, so  
that after the power goes  
out, everything can become  
dimmer.)

Ooh, careful, Bingo! We have to wait until it's safe to  
cross. See that red hand? That means we have to wait.  
Okay, now it shows a person walking. Now we can cross in  
the crosswalk.

(They cross.)

Look, there's the post office! And there's Mr. Sherman the  
mailman. Hi, Mr. Sherman!

MR. SHERMAN

(walking uncertainly while  
carrying a big box)

Who's that? I can't see over this box!

JIMMI

It's me, Jimmi!

MR. SHERMAN

(squinting through big  
bottle glasses)

Jimmi? Are you sure that's you?

JIMMI

Yes, I'm sure it's me.

MR. SHERMAN

And is that your little sister?

JIMMI

Uh, no. This is Bingo, my dog.



MR. SHERMAN

Oh, I thought she was wearing a big sweater. Nice doggy.  
Let me pet your head.

(He pets BINGO's backside.)

Oh, darn. Now I've forgotten what it says on the box. Can you read it to me?

JIMMI

Sure. It says, "Mary Johns. 6 Main Street".

MR. SHERMAN

Ah, yes! It's so hard to read these little labels. That's why they got me one of those electronic label readers. It tells me what each box says.

JIMMI

I never heard of a label reader.

MR. SHERMAN

Oh, I don't really need one! My eyes are still pretty sharp.

(He pats BINGO's tail.)

Wow, that's a long ear for a dog! But anyway I keep it plugged in at the post office. As long as we have electrical power, it will help me read the labels.

JIMMI

That's good. And do you know if you saw any packages for me? I'm waiting to get a Tinker Toy set so I can build things.

MR. SHERMAN

I'll have to check! I know I have a package for Brunhilda the Opera Singer and one for the construction site. I'd better get going. To John Mains. 6 Mary Street.

JIMMI

Um, Mary Johns. 6 Main Street.

MR. SHERMAN

That's what I meant. Bye, Jimmi!

(He totters off.)

JIMMI

(to BINGO)

Wow. Good thing he has that label reader at the post office.

BINGO

(agreeing)

Mmmm-hmm.

(They walk a bit further and JIMMI points at a building.)

JIMMI

Ooh, look! There's that shiny new apartment building with all the windows. Help me count them.

(JIMMI counts out loud while BINGO raises a finger for each one.)

One.

(BINGO holds up a finger.)

Two.

(BINGO holds up a second finger.)

Three.

(BINGO holds up a third finger.)

Four.

(BINGO holds up a fourth finger.)

Five.

(BINGO holds up a fifth finger.)

Six.

(BINGO holds up a sixth finger.)

Seven.

(BINGO holds up a seventh finger.)

Eight.

(BINGO holds up an eighth finger.)

Nine.

(BINGO holds up a ninth finger.)

Ten.

(BINGO holds up a tenth  
finger.)

JIMMI (Cont.)

Eleven!

(BINGO looks at both of his  
splayed hands and doesn't  
know what to do. Suddenly  
he lifts a foot.)

Ha! Ha! I guess your foot can count as one! Let's see.

(pointing to each of  
BINGO's fingers)

One, two, three, four, five, six, seven, eight, nine,  
ten... and...

(BINGO hops up and down  
with his foot in the air.)

ELEVEN! Good job, Bingo!

(They pass an open window  
and hear an operatic voice  
practicing scales.)

Ohhh! Listen. That must be Ms. Brunhilda. She's a famous  
opera singer!

(Suddenly BRUNHILDA appears  
at the window. She wears a  
fancy robe and sings out to  
the street loudly.)

BRUNHILDA

La-la-la-la-la-la-LA! La-la-la-la-la-la-LA! LA-LA-LA-LA-LA-  
LA-LA!!!

JIMMI

Wow!

(to BINGO)

Let's go say hello.

BINGO

(covering his ears and  
whimpering)

Nnnnnnnnn.

JIMMI

Hi, Ms. Brunhilda!

BRUNHILDA

(recognizing her and talk-singing everything she says)

Ah, Jimmi! Jimm-mmi! Jimm-mmi! Jimm-mmi! How are you?

JIMMI

I'm fine! Are you warming up your voice?

BRUNHILDA

Yes! Of course! I must warm up. I must! Tonight we open a brand new opera. It's about a woman on a mountaintop. A woman who sings to the stars to bring back her dead husband. It is very romantic.

BINGO

(with disgust)

Bleh.

JIMMI

My mother told me that you have one of the most powerful voices in the world. She said that you could shatter glass when you hit a high note.

BRUNHILDA

Yes, that's true! But did you know that my high note is so powerful that it can also bend metal?

JIMMI

You can bend metal with your voice?!?

BRUNHILDA

Yes! When I reach a certain pitch, I can bend forks at dinner parties. I can unlock metal doors. I once even caused the Queen of England to fall to the floor!

JIMMI

The Queen fell on the floor?

BRUNHILDA

Yes, she was on a metal throne and the legs buckled beneath her. It was a little embarrassing.

JIMMI

Wow. And do you get nervous when you perform? I'd be really nervous.

BRUNHILDA

Nervous? Of course not! Only amateurs get nervous. And I'm a professional. I always remain calm.

(singing)

Calm, calm, caaaaa-lllmmm. I'm always very calm.

BINGO

(pulling on JIMMI's shirt  
to move her along)

Mmmmmmm.

BRUNHILDA

It looks like your dog wants to go. Where are you headed?

JIMMI

To the grocery store. I have to buy some spicy peppers.

BINGO

(like ...annnd?)

...Mmmmmmm?

JIMMI

...Annnd a dog bone.

BRUNHILDA

Spicy peppers? Oh! I could NEVER eat something like that. Never, never, NEV-VER!

JIMMI

Well, my dad likes them.

BRUNHILDA

I can only eat very bland foods. Like bananas. Bananas soothe my stomach. I wouldn't want to get hiccups before a performance!

JIMMI

That would be terrible.

BRUNHILDA

Yes, just dreadful! No, I must have something bland. In fact, dear Jimmi, would you mind picking me up some bananas at the store? I'd be ever so grateful!

JIMMI

Sure. I can do that.

BRUNHILDA

Wonderful! I believe they are 75 cents. Let me give you three quarters.

(handing them to her)

One quarter is 25 cents, two quarters are 50 cents, and three quarters are 75 cents.

JIMMI

Okay. I'll go buy them.

BRUNHILDA

Thank you, dear girl! And have you perchance seen Mr. Sherman the mailman today?

JIMMI

Yes, we just saw him!

BRUNHILDA

Oh, good! He's supposed to bring me my costume for tonight. Very important! I can't sing on a mountaintop without my beautiful costume.

JIMMI

I'm sure he'll bring it soon.

BRUNHILDA

Good. My costume and my bananas. Once I have those, I'll be ready. And calm.

(singing)

Very, verr-rry callllmm!

(She goes back inside.)

JIMMI

(starting to walk with

BINGO)

Wow, I wonder what sort of costume she's going to wear?

BINGO

(making an "I don't know" face)

Mmmm-uh.

JIMMI

Come on, let's go.

(They walk a little further, and then BINGO starts to go one way, but JIMMI goes in the opposite direction. When BINGO notices, he runs back, grabs her shirt and points toward the grocery store.)

JIMMI (Cont.)

Oh, yeah, we'll go to the store. I just... well, let's go this way first.

BINGO

(shaking his head no)

Mmmmm-mmmh.

(He points again more adamantly.)

JIMMI

I know! The store is that way. I'm just going to take a little peek over here.

BINGO

(annoyed)

Mmmmmmm.

(He puts his head against JIMMI's rear to push her in the right direction and they tussle a bit.)

JIMMI

Quit it! I just want to see how tall it is!

(She gets away and runs toward the site, pointing excitedly.)

Whoa! It's so high!

(At the construction site, lots of busy noises can be heard. Jackhammers, drills, banging, the clang of metal, etc.)

I wonder how many floors they've built. Let's count them!

(JIMMI starts counting very quickly. BINGO desperately tries to keep up with his body.)

JIMMI (Cont.)

One, two, three, four, five, six, seven, eight, nine, ten...

(BINGO has all ten fingers splayed.)

Eleven...

(BINGO lifts a foot.)

Twelve...

(BINGO awkwardly flicks one of his ears while standing on one foot.)

Thirteen...

(BINGO awkwardly flicks the other ear while starting to hop.)

Fourteen...

(BINGO frantically flicks his tail.)

Fifteen! There are fifteen floors!

(BINGO tries to wiggle his knee and falls over.)

That's so cool!

(turning around)

Bingo! What are you doing?

(FOREMAN walks over.)

FOREMAN

Don't get too close! Very dangerous construction area.

JIMMI

I'm staying outside the fence!

FOREMAN

Okay. Just don't come inside the fence.

(pointing)

Outside is safe, inside is not safe.

(pointing rapidly)

Inside-outside, inside-outside, inside-outside.



JIMMI

Right. I'm staying outside.

FOREMAN

Good.

(gesturing to the building)  
It's pretty impressive, huh?

JIMMI

Yes! I've never seen anything so big!

FOREMAN

Gonna be the tallest building in town.  
(pointing)  
We even have an elevator on the outside of the building to bring workers up and down.

JIMMI

Whoa! I've never seen an elevator on the outside of a building before!

FOREMAN

And you know who's in charge here? Me. I'm the Foreman.

JIMMI

Cool.

FOREMAN

I'm in charge of this whole construction and all those workers. They all look up to me. Especially when I'm on the top- ha ha! Get it? They-look-up-to-me-when-I'm-on-the-top...

(when he gets no response)  
Bet you want to try on my hat.

JIMMI

Oh, I have one! I build things, too.

FOREMAN

Oh yeah? Well, I bet you don't have one of THESE.

(He holds up his thumb proudly.)

JIMMI

A... thumb?

FOREMAN

Oh, it's not just a "thumb". This thumb- MY thumb- is the most important thumb in the whole town! You see those sensors over there?

(He points to some lights  
on top of the platform.)

JIMMI

Yes.

FOREMAN

Well, if there were ever a problem with the building, then that green light would turn red. It would mean severe danger!

JIMMI

Danger?

FOREMAN

Yes, severe danger. Like the building was unstable and might fall down.

JIMMI

Yikes! Then what would you do?

FOREMAN

Well, I'd need to shut the power off to the building so no one could go up in the elevator. And that's where my thumb comes in! The power shut-off has a sensor that only recognizes MY thumbprint. It's over there.

(He points.)

JIMMI

Wow. So your thumb IS important! Only you can turn the power on and off. And what's that third sensor next to the building power?

FOREMAN

That one is the power shut off for the whole town! My thumbprint can also use that one, but I don't think people would be too happy if I shut down power everywhere!

JIMMI

No. Everybody would be in the dark!

FOREMAN

Right. Well, I'd better go. I have a lot of workers and they all need me. I'm very important!

(He turns to go but drops some papers from his clipboard. When he leans over, he struggles to reach them.)

Um, would you mind picking those up? These coveralls are a little tight.

JIMMI

Sure, but...

FOREMAN

You can come inside the fence for just a moment.

JIMMI

Okay!

(She goes around the fence and hands him the papers.)

FOREMAN

Thanks. They probably shrunk in the wash.

JIMMI

Oh, yeah. That's what my dad always says when his pants are tight. But my mom says that he's gaining too much weight.

FOREMAN

Right.

(patting his belly)

Well, the mailman is bringing me a package with new coveralls today.

JIMMI

Oh, yes! Mr. Sherman said he was coming by here with a package.

FOREMAN

Oh, good. But it's really not like I need a bigger size... These just probably shrunk in the wash. Bye!

(He strides away hurriedly.  
JIMMI continues to gaze up  
at the building in awe.)

BINGO, who has stayed on the outside of the fence, clears his throat and beckons for her to come back to the safe side.)

BINGO

Ah-hem.

JIMMI

It's okay. He said I could come inside the fence.

BINGO

AH-HEM.

JIMMI

Just a couple more steps.

(looking up)

Wow! Look at that crane! It's so high! And over there they have bulldozers and cement trucks. And look! Jackhammers and cement mixers. And bricks and trowels, and pickaxes, and shovels...

(Suddenly she kicks something with her foot.)

Whoa! What's this?

(She holds up a huge, metal bolt.)

Bingo, look at the size of this bolt! Have you ever seen one so big?

BINGO

(distressed)

Mmmmmmm.

JIMMI

And it's so heavy! Feel it!

BINGO

(shaking his head no)

Eh-eh.

JIMMI

Wow! I'm going to take it home...

(FOREMAN strides back up and JIMMI puts the bolt behind her back.)

FOREMAN

Hey kid, please get on the outside of the fence. This is the inside...

(He points.)

And that is the outside.

(He points.)

The inside is not safe. The outside is safe.

(pointing)

Inside-outside, inside-outside. Got it?

JIMMI

Yes.

FOREMAN

Wait! What do you have there?

JIMMI

(quickly dropping it in her backpack)

Uh... nothing. I don't have anything.

FOREMAN

In your backpack?

JIMMI

(pretending to look in her pack and shaking her head)

Nothing!

FOREMAN

Oh. Because I thought I dropped something. Something important. You see, I'm important and my stuff's important. I told you about my thumb, right? Very important! Hmm. Well, you'd better run along.

JIMMI

Okay.

(JIMMI goes back to the other side of the fence and FOREMAN leaves. BINGO stares at her angrily.)

Oh come on! It's not a big deal. There are thousands of bolts on that building! They won't miss just one.

BINGO

(accusingly)

Mmm-hmm.

JIMMI

Finder's keepers! And it's SO cool.

(as BINGO continues to glare)

Come on. I'll get you a bone. I'll have a bolt, and you'll have a bone. Let's go!

(They start to walk away, when all of a sudden a loud whistle blows. There are the sounds of shouts and all the machinery noises die away.)

What's going on?

(The green light turns red. It is positioned next to a small hole. Then an announcement comes over a loudspeaker.)

LOUDSPEAKER ANNOUNCEMENT

CLEAR THE AREA! THE BUILDING IS UNSTABLE! CLEAR THE AREA!

JIMMI

The building is unstable? That means it might fall down! Look, all the workers are rushing down fast!

(FOREMAN comes running on.)

FOREMAN

Clear the area! I need to shut down the electrical power!

JIMMI

(to BINGO)

Oh, he's going to use the thumbprint sensor!

(The FOREMAN struggles to lift himself up to the power switch platform because of his tight coveralls. Finally he gets up and puts his thumb on the sensor. There is a