

BRIANDANIEL OGLESBY - PLAYWRIGHT

Theatre-for-Teens & Young Adults

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MISSION STATEMENT

Theatre-for-Teens should be awesome.

It should be better *because it's performed by young people.*

IT SHOULD BE ARTISTICALLY VIBRANT.

It should be entertaining while being *about* something.

It should never be stupid or condescending.

It should elevate!

IT SHOULD BE BOLD.

It should be art!

THE PROCESS

- Most of my theatre-for-teens and young adults is written **for** and **with** a group of young people.
- We use devising techniques, kinesthetic dramaturgy, improv, and “cold performances” to create the raw material.
- I then adapt the scripts for others to use.
- Some of my work includes LGBTQ+ themes and characters.



FCT - FOREVER CHRISMASTOWN

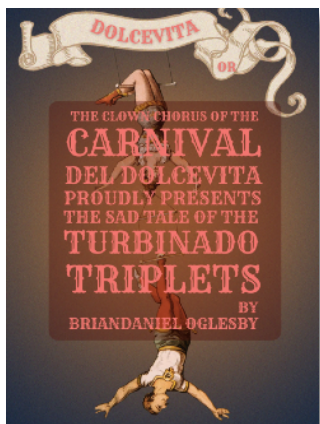
| 12-20+ roles | 90 mins

It's June, and Forever Christmastown is reopening. They've hired a 90's actress to play Mrs. Claus, along with an alternative Santa (he's in a band), and a new, unpaid intern elf they're calling "Tinkle." These kinds of things tend to escalate, and after an odd 'miracle,' Tinkle finds herself leading a cult of Santacolytes. And when their "Mrs. Claus" runs off with the park's co-owner, she also finds herself leading a revolution as Forever Christmastown declares itself a sovereign nation. A broad comedy about toxic nostalgia and our very human tendency to double down on stupidity.

THE CLOWN CHORUS OF THE CARNIVAL DEL DOLCEVITA PROUDLY PRESENTS THE SAD TALE OF THE TURBINADO TRIPLETS

| 9-12+ roles | 105 minutes |

TheSet at four locations at a carnival. When our story begins, the Turbinado triplets are already orphans. Zeppelin accident. And now the clownish Chorus spins the sad tales of Amalia-Tamalia, Jayce-Marie, and Nic Turbinado, triplets separated to lead lives so different, it's like they come from different eras. This is a story of love, pain, adventure, identity, class, aging, and family. It was built to be a promenade play, so you have the option of splitting the audience up for Act II to experience the triplets' lives in different orders.



THE SECRET LIVES OF GAMERS & DEAD ASTRONAUTS

| 5 roles | 90 mins |

Five years ago, Corey's astronaut sister died on an expedition to Mars. Now his brother Carl searches Antarctica for meteorites while his best friend Lexington tries to revolutionize Public Access Portland. Corey is stuck streaming games from his basement over Twitch when a mysterious stranger from another planet begins to play along. In a story built out of Youtube broadcasts, Twitch streams, Public Access, Zoom, and FaceTime calls, this a play about connecting over distance. Originally made for so-called "Zoom-Theatre," this can also be performed for a live audience.



THE APOCALYPSE PROJECT

| 9-20+ roles | 90 mins

It's 2024. Four years ago, everyone over the age of 20 disappeared from the planet. No one knows why. Then it happened again. On the Altiera compound in Texas, young T dreams of the internet returning so she can be a Youtuber and document her generation. When a crisis expels a group, she joins the exiles on a trek across the broken land. This group faces constant danger as they search for safe-harbor - and possibly the answer to the question of what happened — at the rumored New Eden. This is a play about what happens when the young are left to deal with the disasters in a world they didn't create



AND THEN SHE PICKS UP THE SWORD

| 8-13+ roles | 75 mins |

In a play inspired by Shakespeare's comedies, Princess Wimberley and Prince Driftwood do *not* want to marry each other, but their parents have other plans. They both flee their wedding to hide in the Forbidden Forest of Tez, dragging along their attendants. There, they encounter dragons, witches, mysterious Dreamcreepers, and a knight who isn't what he seems.



"I want the work to live a bit to the left of the familiar, to bend or break form, but still be rooted in a character-driven story; I write plays that move easily, with a bit of a limp. I write about underdogs, people in the margins."



ON THE OTHER SIDE OF THE MIRROR

| 10-21+ roles | 60-95 mins |

This site-specific play divides the audience and has them follow two interrelated stories told simultaneously at multiple locations. Half the audience follows Geeri, a sorcerer, thief, and "other," who wants Gerald the Dragon for his magic. The other half tracks the exploits of Nigel, a great slayer-of-monsters who wants the heart of the

dragon for his own purposes. Inspired by '80's fantasy and Ren faires, this ambitious play is memorable for audience and actors alike.



THIRD STREET

| 7-15 roles | 75 mins |

Shane dreams of knighthood as he trains for a Ren Faire when the local bully begs for help: Otis claims to have seen man-and-cat-eating dinosaurs. Imaginary worlds collide as Shane's fantasy helps Otis flee his nightmares, and the boys realize how much they have in common.



BEGIN ANYWHERE, LITTLE ONE; SPIN THE LONELY WORLD, AND WHERE YOU LAND IS WHERE YOU START

| 9-25+ roles | 10-75 mins |

Seven short plays about transformation are knitted together by a ring that's passed from a major character to a minor character. You can begin this play on any piece and eventually you will return to it.



THE 12 HUNTSMEN

| 12+ W, 4+M | Variable |

The Brothers Grimm tromp through the forest in search of fairy tales and stumble into a story: "Cesario" and a band of eleven women have disguised themselves as Huntsmen. The women tell stories inspired by food. Some are dark, some comic, some strange, some new, and some familiar. Each Huntsman has a story, but not all are told every night, and the order is drawn randomly - this is an ambitious play only for the bravest of theatremakers! *Rights to available through Stage Partners. yourstagepartners.com



SPACE CARL or HOW TO GET LOST ON PLANET VENUS

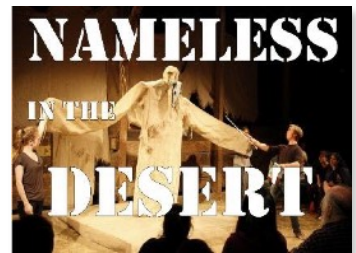
| 8-13+ roles | 80 mins |

The time of swords and knights - and aliens? Carl, who wants to be a hero, is abducted by an alien who takes him to the Lost Planet Venus (not our Venus, another one) in search of the McGuffin Temple. Along the way, Carl encounters his ex, who has switched bodies with an alien. He is pursued by the queen's henchdog and henchcat, evades massive mantises, meets a hermit poet evolved from hermit crabs, and more.

NAMELESS IN THE DESERT

| 5+ | 75 mins |

Nameless awakens in the desert. He doesn't know who he is, but he knows he has a desire for greatness — and a sword. He goes gallivanting to defeat various villains that need defeating. Even as he achieves greatness, he remains unhappy, and so he continues his search for himself. Appropriate for teens and adults.



THE JUNGLE BOOK

| 8-13+ roles | 75 mins |

A new adaptation follows Mowgli's struggles to fit in with wolves, apes, snakes, and finally humans. Masks, puppets, and contemporary elements like a trip to the Starbucks in a cell-phone obsessed city make this a unique version of an old tale.

*Rights to available through Stage Rights: www.stagerights.com



TWO TRUTHS AND LIES

| 9+ | 110 mins |

At a no-tech summer camp, teens re-invent themselves. Some spin fictions and live fantasies, while others deal with dark things, and another sees what he's pretty sure is an alien. Relationships are formed and broken as lies are set on a collision course with uncomfortable truths. Appropriate for teens and adults.



DELETED SCENES FROM FAIRY TALES

| Variable | 20-30-40 mins |

A group of fairytale-telling creatures entertain a bored kid with new scenes from old stories. The number of actors and stories can be adapted to fit different needs.



VERY BEST COFFEE

| 4+ W, 6+M | 80 mins |

In Orington, men go to Football Rehearsal and women go to Crying Practice. In Orington, everything is good, good, good – and then a stranger arrives and true desires are revealed. Chaos ensues - until the social order comes roaring back. Appropriate for teens and adults.



[MORE] DELETED SCENES FROM FAIRY TALES

| Variable | 20-60 mins |

In the same vein as the original, a group of fairytale-telling creatures entertain a bored kid with new scenes from old stories. The number of actors and stories can be adapted to fit different needs. In this one, the Three Little Pigs are in a band dealing with a fox who wants to

replace their homes with condos, Snow White forces the dwarf union to strike, Little Red doesn't realize that her grandmother has been replaced by a wolf, and Humpty Dumpty's social media addition leads to a fall from great heights.



BASEMENT DEMONS AND TRAILER SAINTS

| 6 roles | 95 mins |

In a small town in California, Maria wants nothing more than to meet this mysterious Hank Lord she's been talking to online. She hopes a romance will get her out of her house into adulthood. She's willfully ignorant to the angst-filled journey her sister Dirt is going through (while playing video games and building boats of popsicle sticks). Neither know that Hank Lord is actually a demon. *



THE UNTITLED PIRATE PLAY

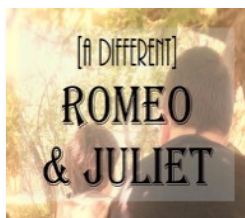
| 12+ roles | 70 mins |

Carl has stowed away on Captain Greenery's merchant vessel, The Hubris, in search of adventure, not knowing that the dreaded No Beard and his band of pirates have disguised themselves as sailors.

[A DIFFERENT] ROMEO & JULIET

| 10-12+ roles | 70 mins |

An adaptation of the Bard's classic play with a twist: Romeo and Juliet are both boys. The LGBTQ adaptation was written for a junior high drama class in Texas. Although a campy comedy, the play turns serious late – before finding a happy ending for Juliet and his Romeo.



ICARUS LIVINGSTONE FALLS INTO THE SEA

| 6-13+ roles | 100 mins |

A Chorus of the Dead puts the broken Icarus back together, telling him of his boyhood friendship with Tor, who would become the Minotaur in the Labyrinth, and with Theseus, who would kill him. The path to his final fall is far from straightforward, and the Chorus tells of the cruelty of the tyrant - Tor's father and king - and the world that made them.

