PHILIP <u>I</u> won't fall asleep. I <u>never</u> sleep when the stars are out.

SHEPHERD 1 That's very good news!

ALL SHEPHERDS (big cheesy grins) We like good news! (thumbs up)

SHEPHERD 1 So will you give it a try?

OK. PHILIP

SHEPHERD 1 Good man! (shakes PHILIP's hand)

SHEPHERD 2 (behind hand to audience) I bet he does fall asleep!

> [SHEPHERDS sit. PHILIP stands aside to count SHEEP, who move about 'grazing', bleating, etc.]

OPTION: for comic effect a

triangle could be pinged to coincide

with thumbs up.

(Track 6 / 19) ONE SHEEP, TWO SHEEP... ONE SHEEP, TWO SHEEP, THREE SHEEP, FOUR, Counts off FIVE SHEEP, SIX SHEEP, SEVEN SHEEP, MORE. on fingers EIGHT SHEEP, NINE SHEEP, TEN SHEEP, MORE! (sigh...) SHEEP KEEP MOVING! Open hands out Hands on hips THEY WON'T STAY STILL! Open hands, shrug I KEEP LOSING COUNT Fold arms AND IT'S BACK TO NIL. ONE SHEEP, TWO SHEEP, THREE SHEEP, FOUR, As before

Philip & Chorus

Philip

FIVE SHEEP, SIX SHEEP, SEVEN SHEEP, MORE.

EIGHT SHEEP, NINE SHEEP, TEN SHEEP, MORE! (yawn...)

SHEEP KEEP MOVING! THEY WON'T STAY STILL! HE KEEPS LOSING COUNT AND IT'S BACK TO NIL. (yawn...)

[Slower, yawning as they count.]

ONE SHEEP, TWO SHEEP, THREE SHEEP, FOUR, FIVE SHEEP, SIX SHEEP, SEVEN SHEEP, MORE. EIGHT SHEEP, NINE SHEEP, TEN SHEEP... (big yawn...)

> [PHILIP & CHORUS 'go to sleep', and snore twice. SHEEP make quiet bleating noises and move about randomly.]

(pointing at PHILIP) See? I told you he'd fall asleeep! SHEPHERD 2

SHEPHERD 3 We'll never get the sheep counted...

> [ANGELS begin to enter quietly, SHEEP react with much more noise and movement. CHORUS 'wake up' gradually.]

SHEPHERD 1 What's up with the sheep? They're all over the place!

> [SHEPHERDS try to gather SHEEP back to centre. When all ANGELS are on, SHEPHERD 1 suddenly 'notices' them.]

SHEPHERD 1 (shocked, pointing at ANGELS) Argh! What are they? SHEPHERDS (long gasped intake of breath) Angels!

[SHEPHERDS & SHEEP act terrified - cower, knock knees, etc.]

ANGEL 1 (to ANGELS) We've found them at last!

ANGELS (clapping excitedly) Hurray!

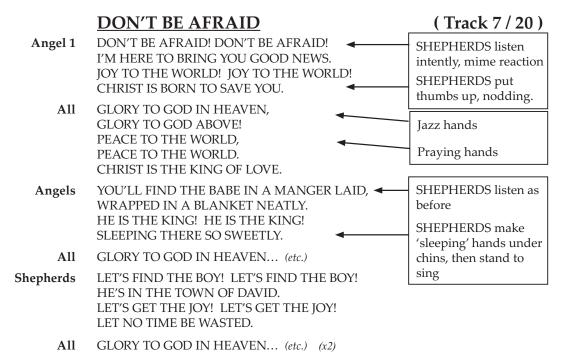
[ANGEL 1 approaches SHEPHERDS, who edge away from them.]

ANGEL 1 It's a good job you're awake! We've got news for you!

SHEPHERDS (still afraid) Good news or bad news?

ANGELS We'll tell you.

[PHILIP remains asleep.]



[ANGELS exit after the song. PHILIP is still asleep.]

SHEPHERD 1	That really was good news.	OPTION: comic effect triangle as before.
ALL SHEPHERDS	(big cheesy grins) We like good news! (thumbs u	(p)
SHEPHERD 1	We must go to Bethlehem and see the baby righ	nt away.

ALL SHEPHERDS Come on sheep!

SHEEP (ad lib, as they exit) Baa! Baa! Baa!

[All but PHILIP exit. If needed, cover noise with Chase music.]

CHASE MUSIC (incidental - optional) (Track 2/15)