

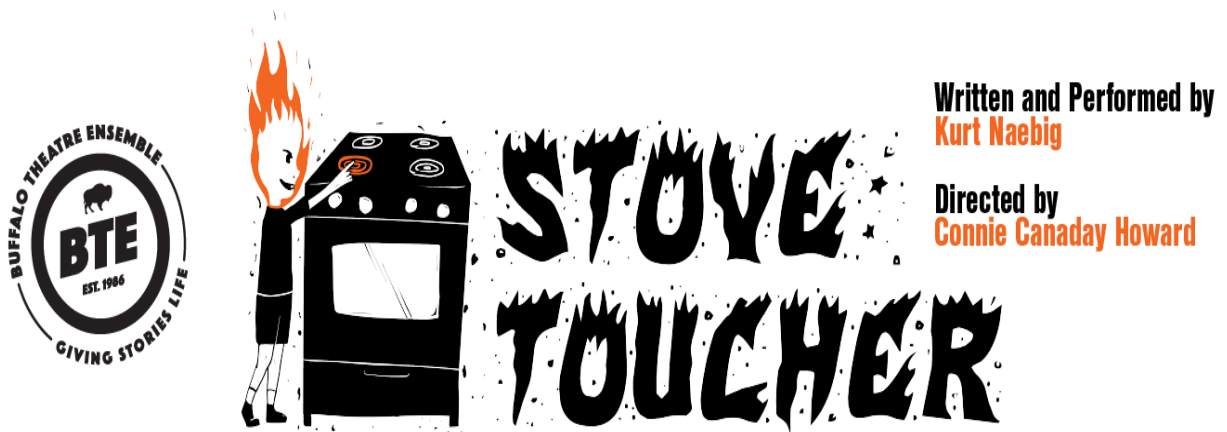
Buffalo Theatre Ensemble

Presents

Stove Toucher

Written and Performed by

Kurt Naebig



Directed by Connie Canaday Howard

The College Theatre Department sincerely thanks the Library for research support for classes studying the script and production, as well as for the cast, director and production team, working on the project.

Time and Place:

Various locales and years throughout the Chicagoland area

Featuring Kurt Naebig, as himself

Presented by arrangement with Kurt Naebig

Please note: Adult Themes and language

There will be no intermission

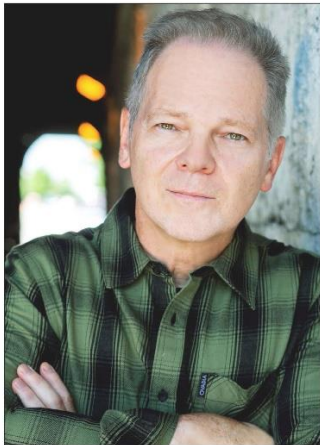
Stove Toucher Director's Note

BTE's mantra is "Giving Stories Life." And Stove Toucher is such a wonderful story with which to continue BTE's journey with you, our audience.

I've known Kurt for over thirty years, but, when I watched a staged reading of this show in progress, in March 2020, just before we went dark because of the pandemic, the experience was filled with laughter, surprise and such great honesty and compassion.

Throughout this season, BTE's 35th Anniversary, we are focused on presenting stories that are very sincere, sometimes funny and sometimes moving. All three productions this season are heartwarming, and about people on the brink of great change, which seems particularly appropriate given the state of our world, for all of us.

We hope you enjoy Stove Toucher! We've missed you; it is wonderful to be in this shared space of theatre, again, with all of you. CCH



KURT NAEBIG

Kurt Naebig

Kurt Naebig (Playwright/Performer) has worked professionally in theater, film, television and radio for more than 30 years, and has been teaching and coaching actors since 1992. A Juilliard graduate, he has also studied at the Moscow School of the Arts in Russia. Naebig is the former

Artistic Director of The Theatre of Western Springs. Acting credits include Buffalo Theatre Ensemble, Portland Stage, Milwaukee's Pabst Theatre, National Jewish Theater, Steppenwolf Theatre and Chicago Shakespeare Theatre. He also appeared in such films as “Public Enemies,” “The Express,” “Witless Protection,” “Henry: Portrait of a Serial Killer,” “The Relic,” “Dillinger,” “Howard Beach: Making the Case for Murder” and has been in seen in the television shows, “Fargo,” “A League of Their Own,” “Empire,” “APB,” “Sense8,” “Chicago Code,” “Detroit 1-8-7” and multiple episodes of “Chicago PD,” “Chicago Fire,” “ER” and “Prison Break.” Naebig recently directed another season of “VC – The Webseries.” His BTE directing credits include “Defiance,” “The 39 Steps,” “Don't Dress For Dinner,” “The Drawer Boy,” “Trumbo: Red White and Blacklisted” and “Leading Ladies.” Naebig will also be directing BTE’s upcoming production of Mat Smart’s “Naperville” (Jan. 27 – Feb. 27, 2022).





About *Stove Toucher*

What happens when you achieve the high-rolling lifestyle you always dreamed of...at thirteen years old? An extraordinary and funny coming-of-age story set during the 1970s skateboard boom, about a semi-pro boarder who opens a successful business, gets interviewed by Charlie Rose and falls into drugs: all before high school. *Stove Toucher* is a high adrenaline, hilarious, heartfelt recounting about getting everything you ever wanted—and then watching it fall apart.



Some Background on Skateboarding:

Vert skateboarding, short for **vertical skateboarding**, is the act of riding a skateboard on a skate ramp or other incline and involves the skateboarder transitioning from the horizontal plane to the vertical plane in order to perform skateboarding tricks. Globe International founder Stephen Hill vert skateboarding on a large half-pipe. Vert skateboarding has its genesis in "pool riding" - the riding of skateboards in an emptied backyard swimming pool - during the 1970s. As riders moved from general street skateboarding and occasional "pool riding" into purpose-built skate parks, vert skateboarding became more popular. Skateboarders began to develop, and then practice, tricks and techniques specifically for vert skateboarding.^[3] Vert skateboarding became a common style of skateboarding and was introduced into many competitions and events including the X Games and the Maloof Money Cup. **Wikimedia Foundation. (2021, July 8). *Vert skateboarding*. Wikipedia. Retrieved November 10, 2021, from https://en.wikipedia.org/wiki/Vert_skateboarding**

Carving is basically a wide turn in which all four wheels of the board remain on the wall of the pool or bowl. As this daredevil form of skateboarding developed, skaters would carve higher and faster until the best of them would "hit tile" or roll up the transition until their wheels reached the tile that lines the top edge of a pool. Skateboarders learned to adapt to the particular features of the very unique and rarely perfect skateboard park pools, and some of the worst and unskateable pools were popular targets of conquest for ambitious vert skaters. Vertical-skateboarding contests began in the parks, and competitors sometimes had to make an impression riding the worst of surfaces. The "ramp" was a plywood-coated two-by-four-framed structure that mimicked the transition and lip of backyard pools, but lacked the bowled horizontal curve that allowed for carving. Ramps were a good substitute at the time because many of the new maneuvers, or tricks, were more vertically oriented, which is to say that one needed only ride straight up and down the transition, diminishing the need for a bowled pool. As the skateboard parks began disappearing in the late 70s, skateboarders were relying more on private ramps to satisfy their vertical cravings. By the early 80s, vert skating was predominantly done on ramps, the occasional backyard pool being the exception. Modern vert skating borrows much from its counterpart, street skating. Street skaters took the "ollie," a no-handed aerial maneuver developed by vert-skater Alan Gelfand in 1978, and used it to develop a style that revolves around no-handed manipulation of one's board. Just about every modern street trick is a variation of the ollie. As vert skating evolved into the mid 90s vert skaters borrowed many of the technical maneuvers done by street skaters and adapted them to ramp skating. "Kickflips"—an aerial maneuver that involves "kicking" the board into a somersault, snatching it in mid-air, and replacing it on one's feet before landing – and other spinning tricks are staple maneuvers in a modern vert-contest run. As vert skating evolved into the mid 90s vert skaters borrowed many of the technical maneuvers done by street skaters and adapted them to ramp skating. "Kickflips"—an aerial maneuver that involves "kicking" the board into a somersault, snatching it in mid-air, and replacing it on one's feet before landing – and other spinning tricks are staple maneuvers in a modern vert-contest run. **Person. (2008, January 30). *Vert skating 101 (A history lesson)*. Transworld SKATEboarding. Retrieved November 10, 2021, from <https://skateboarding.transworld.net/features/vert-skating-101-a-history-lesson/>.**

Dogtown and Z-Boys Released January 19, 2001 - In mid-70s America, skateboarding was a fad in danger of dying out, until a small group of surfers in Santa Monica began moving to extremes in both lifestyle and techniques, using their skills in empty swimming pools and the streets to create a new form of skateboarding. Director Stacy Peralta, who was one of the group, weaves home footage of their early days with interviews with those still in the scene.

- People who weren't into skateboarding still were rooting for it because it reminded them of being a kid and having dreams
- There was a big DIY scene when making your own board - this expressed creativity and started a wave of art underneath the boards
- Tony Alva was first to develop the "professional" aspect of skateboarding
- "The world wasn't ready for the Z-boys," "...there was so much aggression they were more like a street gang than a skate team."

Thrasher Magazine. (2021). *Dogtown and Z-boys. A Look Back: Dogtown And Z-Boys.* Retrieved November 10, 2021, from <https://www.youtube.com/watch?v=EgoemJPWFko&t=1275s>.

Z Flex Skateboards

- Z flex started after they broke up and was based on zephyr. Jay Adams' step dad was contacted by Zephyr to make a zephyr skateboard.
- Due to growing interest from rival companies, many Z-Boys left in favor of more lucrative sponsorships. By 1977, the Zephyr Competition Team had ceased to exist. While the existence of the Zephyr team was short-lived, the Z-Boys are still widely regarded as one of the most influential teams in skateboarding history.
- Remember, there was once a time when skateboard wheels were made out of clay (or even worse – metal!) and simply rolling on a skateboard was a lot harder than it is today. Shortly after the creation of their first iconic fiberglass boards, Z-Flex pioneered the use of urethane to create skateboard wheels. One of their first wheel models was the Z-Smooth wheel.
- Imagine if skateboard decks had remained totally flat. Chances are, very few of the tricks we know today would exist – and that's if skateboarding was still even around at all! The concave of a modern skateboard deck is what creates the unique leverage points that allow us to pop tricks and progress the sport like we have.

Jay Adams Model Z-Flex skateboard autographed by Jay Adams. National Museum of American History. (n.d.). Retrieved November 10, 2021, from https://americanhistory.si.edu/collections/search/object/nmah_1461417.

Video; interesting and fun perspectives.

Boardworld. (2013). *Z-Flex Skateboards- Episode 1: The Beginning --- Skateboard History.* Retrieved from [Z-Flex Skateboards - Episode 1: The Beginning --- Skateboarding History](#)

Lords of Dogtown (2005) - A drought in 1970s Southern California has an unexpected side effect: as people empty their swimming pools, a group of teen surfers from the Dogtown area of Venice Beach move in with skateboards, and a new sport is born. Based on a true story, this film follows "Z-Boys" skate team members Stacy Peralta (John Robinson), Tony Alva (Victor Rasuk) and Jay Adams (Emile Hirsch), plus manager Skip Engblom (Heath Ledger), as their fearless "pool surfing" leads to fame, fortune -- and misfortune.

Wikimedia Foundation. (2021, October 12). *Lords of Dogtown*. Wikipedia. Retrieved November 10, 2021, from https://en.wikipedia.org/wiki/Lords_of_Dogtown.

Some Background on Addiction:

The Nature of Addiction

According to the philosophy of the NA program, most addicts did not realize they had a problem with drugs until they had no one left. Even if other people pointed out they may have a drug problem they were convinced otherwise. But once an addict on his or her own tries to stop and realizes they cannot, they finally see that drugs have been controlling them. Addicts lived to use and used to live. NA helps show them a different way of life and helps them fight their disease. NA describes addiction as a progressive disease with no known cure, which affects every area of an addict's life: physical, mental, emotional, and spiritual. NA suggests that the disease of addiction can be arrested, and recovery is possible through the NA twelve-step program. The steps never mention drugs or drug use, rather they refer only to addiction, to indicate that addicts have a disease of which drug use is one symptom. In the NA program, all drugs are considered equal, and alcohol is also a drug. Other symptoms include obsession, compulsion, denial, and self-centeredness. **Narcotics Anonymous (NA)**, founded in 1953, describes itself as a "nonprofit fellowship or society of men and women for whom drugs had become a major problem." Narcotics Anonymous uses a 12-step model developed for people with varied substance use disorders and is the second-largest 12-step organization. As of May 2018 there were more than 70,000 NA meetings in 144 countries. **Wikimedia Foundation. (2021, October 22). *Narcotics anonymous*. Wikipedia. Retrieved November 10, 2021, from https://en.wikipedia.org/wiki/Narcotics_Anonymous.**

Alcoholics Anonymous: The Story of How More Than One Hundred Men Have Recovered from Alcoholism (generally known as **The Big Book** because of the thickness of the paper used in the first edition) is a 1939 basic text, describing how to recover from alcoholism. Written by William G. "Bill W." Wilson, one of the founders of Alcoholics Anonymous (AA) and many of the first 100 members of the group, the composition process was collaborative, with drafts of the book sent back and forth between Bill W's group in New York and Dr. Bob, the other founder of A.A., in Akron, OH. It is the predecessor of the seminal "twelve-step method" widely used to treat many addictions, from alcoholism, heroin addiction and marijuana addiction to overeating, sex addiction and gambling addiction, with a strong spiritual and social emphasis. It is one of the best-selling books of all time, having sold 30 million copies. In 2011, *Time* magazine placed the book on its list of the 100 best and most influential books written in English since 1923, the year in which the magazine was first published. In 2012, the Library of Congress designated it as one of 88 "Books that Shaped America." **Wikimedia Foundation. (2021, September 14). *The big book (alcoholics anonymous)*. Wikipedia. Retrieved November 10, 2021, from [https://en.wikipedia.org/wiki/The_Big_Book_\(Alcoholics_Anonymous\)](https://en.wikipedia.org/wiki/The_Big_Book_(Alcoholics_Anonymous)).**

Types of drugs mentioned in the script:

PCP: PCP, or phencyclidine, is a “dissociative” anesthetic. Its sedative and anesthetic effects are trance-like. People using PCP experience a feeling of being “out of body” and detached from their environment. Also known as angel dust, killer weed and supergrass, among other slang terms, PCP is sold in a variety of forms including tablets, capsules and colored powders. It has a distinctive bitter chemical taste. PCP can be snorted, smoked, injected or swallowed. It is most commonly sold as a powder or liquid and is applied to a leafy material such as mint, parsley, oregano, tobacco, or marijuana when used for smoking. Hallucinogens like PCP create altered states of perception and feeling. At low to moderate doses, PCP can cause distinct changes in body awareness, similar to those associated with alcohol intoxication, as well as generalized numbness of the hands and feet and poor muscular coordination.

At high doses, PCP can cause hallucinations as well as seizures, coma, and death (though death more often results from accidental injury or suicide during PCP intoxication). High doses can also cause effects similar to symptoms of schizophrenia, such as delusions, paranoia, disordered thinking, a sensation of distance from one’s environment, and catatonia. Speech is often sparse and garbled. ***PCP: Risks, warning signs & what parents should know. Partnership to End Addiction. (2021, May 25). Retrieved November 10, 2021, from <https://drugfree.org/drugs/pcp/>.***

Tik: AKA Crystal Meth It is a drug that is sold in small pieces of drinking straws, and comes in the form of fine powder or larger crystals which can be broken down into usable pieces. Typically, tik is smoked, but it can also be taken orally, ingested or injected. Tik is highly addictive and falls into the class of drugs known as stimulants or “uppers”. It has a profound effect on the central nervous system and on how the brain processes information. The effects of using tik include an intense “high,” that feels like hyper-alertness, hyperactivity and an overwhelming feeling of confidence. The effect of the drug generally lasts for six to eight hours, but what many users attest to, is that over time, the effects seem to last for shorter periods of time. Subsequently, the user needs to use increasing amounts of tik in order to achieve a feeling of normality. Tik is a man-made drug. The formula has evolved over time but the effects of using it have remained fundamentally the same. In World War Two, tik or crystal meth was given to soldiers in order to help them stay awake. Later, in the 1950s, crystal meth was prescribed as a dieting aid and to treat depression. Today, it is a highly addictive, highly illegal drug that is available throughout the world. ***TinmanDev. (2020, June 5). What is tik and is it addictive? Crossroads Recovery Centre. Retrieved November 10, 2021, from <https://crossroadsrecovery.co.za/what-is-tik-and-is-it-addictive/>.***

Acid: AKA LSD (lysergic acid diethylamide), first synthesized in 1938, is an extremely potent hallucinogen. It is synthetically made from lysergic acid, which is found in ergot, a fungus that grows on rye and other grains. It is so potent its doses tend to be in the microgram (mcg) range. Its effects, often called a “trip”, can be stimulating, pleasurable, and mind-altering or it can lead to an unpleasant, sometimes terrifying experience called a “bad trip.” LSD is produced in crystalline form and then mixed with other inactive ingredients, or diluted as a liquid for production in ingestible forms. It is odorless, colorless and has a slightly bitter taste. LSD is usually found on the streets in various forms, for example: blotter paper (LSD soaked onto sheets of absorbent paper with colorful designs; cut into small, individual dosage units) - the most common form, thin squares of gelatin (commonly referred to as window panes), tablet form (usually small tablets known as Microdots) or capsules, liquid on sugar cubes, pure liquid form (may be extremely potent). Some people may inhale LSD through the nose (snort) or inject it into a vein (shoot it up). There is no way to predict the amount of LSD that is contained in any form consumed. The physical effects of LSD are unpredictable from person-to-person. Usually, the first effects of the drug

when taken by mouth are felt 30 to 45 minutes after taking it, peak at 2 to 4 hours, and may last 12 hours or longer. Use by the intravenous (IV) route will produce a much quicker action, usually within 10 minutes. Effects include: hallucinations, distorted visual perception of shapes, colors, altered sounds, anxiety and depression, flashbacks (a return of the "trip" experience) days or months later, rapid heart rate, increased body temperature and high blood pressure, and dilated pupils **LSD (acid): Effects, Hazards & extent of use. Drugs.com. (n.d.). Retrieved November 10, 2021, from [https://www.drugs.com/illicit/lsd.html#:~:text=What%20is%20LSD%3F,the%20microgram%20\(mcg\)%20range.](https://www.drugs.com/illicit/lsd.html#:~:text=What%20is%20LSD%3F,the%20microgram%20(mcg)%20range.)**

Hash: Hashish comes mainly from the flowers (as well as leaves and stems) of the cannabis plant. The active ingredient in hashish is the same as the active ingredient in marijuana, delta-9-tetrahydrocannabinol (THC); however, the concentration of THC in hashish is much higher than it is in marijuana. THC binds to certain receptors in the brain known as cannabinoid receptors, evoking feelings of euphoria, well-being, and sedation. THC also affects cognition, including memory and concentration, and motor coordination. Individuals who use cannabis products have high rates of alcohol use disorders (greater than 50% concordance) and tobacco use disorders (greater than 50%). The American Psychiatric Association reports that rates of other substance use disorders are also high among individuals who chronically use cannabis products. The short-term effects of hashish use include: Relaxation, A feeling of well-being or happiness, enhanced emotional experiences, Vivid sensual experiences including vision, hearing, and taste, The sense that time moves more slowly, the sense that time moves more slowly, A feeling of passiveness, Increased sociability, A reduction in fear and behavioral inhibitions. Individuals who chronically use or abuse hashish or other cannabis products may often have issues with: Lowered resistance to common illnesses such as colds, the flu, and bronchitis. Adolescent growth issues. Abnormal cell structure and cell division. Reduction of testosterone production and reduced sexual functioning. Respiratory problems. Emotional and psychological issues that include apathy, a lack of motivation, depression, and an increased risk for the development of psychosis. Changes in mood and cognition. **Written by: Rudolph C. Hatfield, P. D. L. updated on J. 16. (2021, July 16). Effects of hashish use: Signs & symptom of Hashish abuse. DrugAbuse.com. Retrieved November 10, 2021, from [https://drugabuse.com/drugs/hashish/effects-use/.](https://drugabuse.com/drugs/hashish/effects-use/)**

Opium: Opium is a depressant drug, which means it slows down the messages traveling between your brain and body. Opium is a sticky dark-brown gum with a strong odor. It can also be manufactured into a liquid or powder. Opium may be smoked, eaten raw or as a pill, or made into a tincture for drinking. Opium can be manufactured into heroin and is a prerequisite for heroin production. Short term effects may include: euphoria, relaxation, analgesia, slower, shallower breathing, lower heart rate, impaired reflexes, temporary constipation, loss of appetite. Regular use of opium may cause: tolerance - needing to use more to get the same effect, irregular periods and difficulty having children, loss of sex drive, constipation, dependence on opium. Taking multiple depressant drugs, like opium with alcohol or benzodiazepines, can significantly increase the chances of overdose. Taking opium with stimulants, like cocaine or speed, send opposite signals to your body, which can strain the heart. Mixing opium and stimulants may also mask the effects of each other, which can increase the risk of overdose. Withdrawal symptoms usually start six to 24 hours after the last dose and can last around seven to ten days. These symptoms are described as flu-like, and can include: restlessness and irritability, insomnia, depression and crying, diarrhea, sweating, restless sleep, muscle cramps, nausea and vomiting, fast heartbeat. **Opium. Opium - Alcohol and Drug Foundation. (n.d.). Retrieved November 10, 2021, from [https://adf.org.au/drug-facts/opium/.](https://adf.org.au/drug-facts/opium/)**

Speed: Speed (methamphetamine) is a potent and addictive central nervous system stimulant, chemically related to amphetamine, but with greater central nervous system side effects. It is a white, odorless, bitter-tasting powder that easily dissolves in water or alcohol. Methamphetamine, when abused, is commonly referred to as “speed,” “meth,” or “chalk” and has been in use since the early 1960s. When abused, methamphetamine is usually smoked, snorted, injected, or taken orally. Methamphetamine is cheap and easy to make from common ingredients. Most of the illegal methamphetamine in the U.S. comes from foreign or domestic superlabs, although small batches may be made in residencies or other clandestine buildings called “meth labs,” often using the cold decongestant pseudoephedrine. Methamphetamine (speed) may be abused by inhaling or smoking, swallowing, snorting through the nose, or by injection. Another common form of the drug is crystal methamphetamine, or “crystal meth,” which is clear, chunky crystals resembling ice. Crystal meth is smoked in a manner similar to crack cocaine and became popular in the 1980s. Street names for this form of methamphetamine include “ice”, “crystal”, “crank”, and “glass”. Immediately after smoking or intravenous (IV) injection, the user experiences an intense sensation, often called a “rush”, which lasts only a few minutes and is described as extremely pleasurable. Oral or intranasal use produces euphoria or high, but not a rush. Common, immediate effects of methamphetamine abuse include: increased activity and body temperature, wakefulness, talkativeness, faster breathing, increased concentration, decreased appetite, elevated blood pressure, rapid heart rate, increased libido (sex drive), a sense of well-being. Other side effects include temporary hyperactivity, insomnia, anorexia, and tremors. High doses or chronic use have been associated with increased nervousness, irritability, paranoia, confusion, anxiety, and aggressiveness; all typical side effects expected from a high-dose stimulant. Methamphetamine can cause irreversible damage to blood vessels in the brain, leading to a stroke. Death can result from hyperthermia (elevated body temperature), convulsions and cardiovascular collapse. Chronic, high-dose methamphetamine abusers are susceptible to violent and erratic behavior, hallucinations, and a psychosis similar to schizophrenia. Psychotic episodes may recur for months or years after methamphetamine abuse has stopped. The neurotoxic effect of methamphetamine causes damage to brain cells that contain dopamine. Over time, reduced levels of dopamine can result in symptoms like those of Parkinson's disease, a severe movement disorder. Other adverse health effects that may occur due to speed abuse include memory loss, severe dental problems (often called “meth mouth,” where the users' teeth rot from the inside out), weight loss, and malnutrition.

Speed drug: Effects & health warnings. Drugs.com. (2020). Retrieved November 10, 2021, from <https://www.drugs.com/illicit/speed.html>.

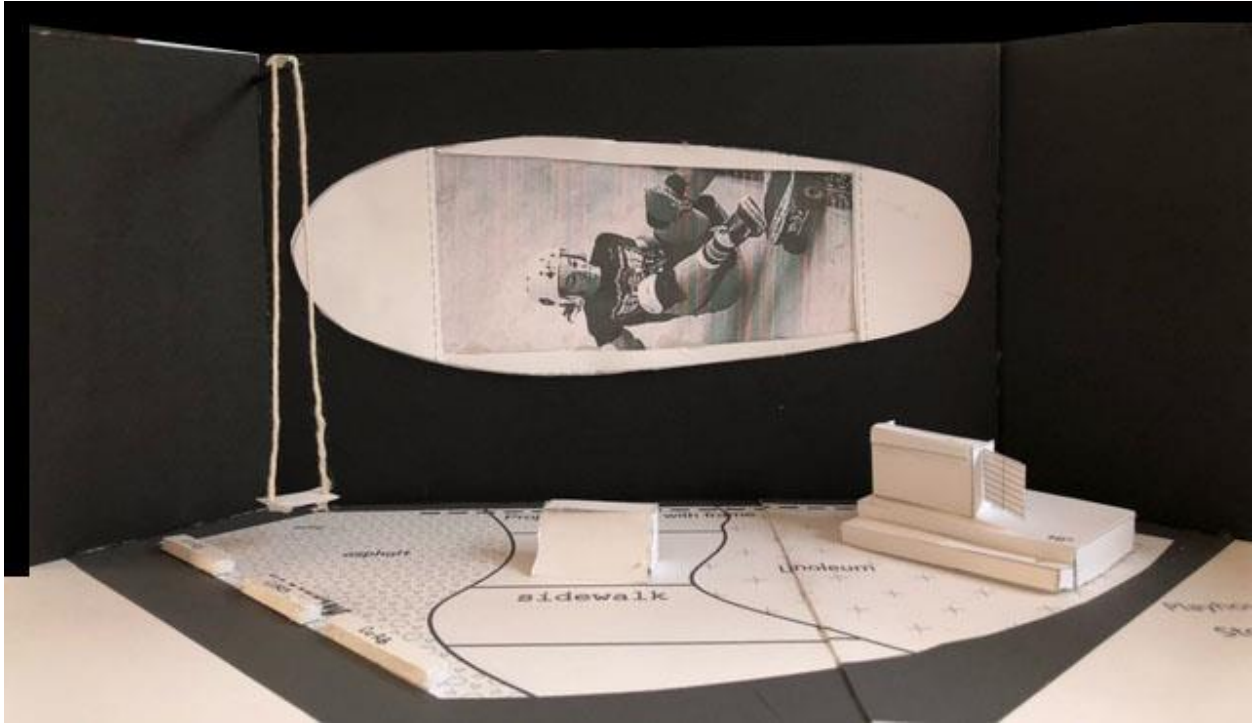
Marijuana: Marijuana—also called *weed*, *herb*, *pot*, *grass*, *bud*, *ganja*, *Mary Jane*, and a vast number of other slang terms—is a greenish-gray mixture of the dried flowers of *Cannabis sativa*. Some people smoke marijuana in hand-rolled cigarettes called *joints*; in pipes, water pipes (sometimes called *bongs*), or in *blunts* (marijuana rolled in cigar wraps). Marijuana can also be used to brew tea and, particularly when it is sold or consumed for medicinal purposes, is frequently mixed into foods (*edibles*) such as brownies, cookies, or candies. Vaporizers are also increasingly used to consume marijuana. Stronger forms of marijuana include sinsemilla (from specially tended female plants) and concentrated resins containing high doses of marijuana's active ingredients, including honey like *hash oil*, waxy *budder*, and hard amberlike *shatter*. The main *psychoactive* (mind-altering) chemical in marijuana, responsible for most of the intoxicating effects that people seek, is *delta-9-tetrahydrocannabinol* (THC). The chemical is found in resin produced by the leaves and buds primarily of the female cannabis plant. The plant also contains more than 500 other chemicals, including more than 100 compounds that are chemically related to THC, called *cannabinoids*. Many people experience a pleasant euphoria and sense of relaxation. Other common effects, which may vary dramatically among different people, include heightened sensory perception (e.g., brighter colors), laughter, altered perception of time, and increased appetite. Instead of relaxation

and euphoria, some people experience anxiety, fear, distrust, or panic. These effects are more common when a person takes too much, the marijuana has an unexpectedly high potency, or the person is inexperienced. People who have taken large doses of marijuana may experience an acute psychosis, which includes hallucinations, delusions, and a loss of the sense of personal identity. Although detectable amounts of THC may remain in the body for days or even weeks after use, the noticeable effects of smoked marijuana generally last from 1 to 3 hours, and those of marijuana consumed in food or drink may last for many hours. Marijuana use can lead to the development of problem use, known as a marijuana use disorder, which takes the form of addiction in severe cases. Marijuana use disorders are often associated with *dependence*—in which a person feels withdrawal symptoms when not taking the drug. People who use marijuana frequently often report irritability, mood, and sleep difficulties, decreased appetite, cravings, restlessness, and/or various forms of physical discomfort that peak within the first week after quitting and last up to 2 weeks. **National Institute on Drug Abuse. (2021, April 13). *What is marijuana?* National Institute on Drug Abuse. Retrieved November 10, 2021, from <https://www.drugabuse.gov/publications/research-reports/marijuana/what-marijuana>.**

Valium: Diazepam is used to treat anxiety, alcohol withdrawal, and seizures. It is also used to relieve muscle spasms and to provide sedation before medical procedures. This medication works by calming the brain and nerves. The use of diazepam with drugs like opioid medications has led to serious side effects including slowed and difficulty breathing and death. Opioid drugs are medications used to treat pain and include medications such as: codeine, oxycodone, morphine, and illegal drugs like heroin. Some opioid medications are also in cough syrup. An addiction to Valium can progress quickly if the drug is used in a way not directed by a doctor. Over time, it is harder for a Valium abuser's brain to function normally without the drug. Yet some people addicted to Valium may not even realize they have a problem. Taking Valium for longer than 4-6 weeks, even with a prescription from a doctor, increases the likelihood of becoming addicted. One of the telltale symptoms of a Valium addiction is needing larger doses to feel the drug's effects. Other signs of an addiction to Valium include: Strong cravings for the drug. Isolation from family and friends. Continued use despite problems caused by the drug. Loss of interest in once enjoyable activities. Ignoring obligations. Many people mistakenly think that because it is legal, Valium must be safe and less addictive than street drugs like Heroin or Cocaine. Due in part to these misconceptions, many people have accidentally overdosed. **WebMD. (n.d.). *Valium oral: Uses, side effects, interactions, pictures, warnings & dosing.* WebMD. Retrieved November 10, 2021, from <https://www.webmd.com/drugs/2/drug-11116/valium-oral/details>.**

Gabapentin: Gabapentin is an anti-epileptic drug, also called an anticonvulsant. It affects chemicals and nerves in the body that are involved in the cause of seizures and some types of pain. Gabapentin works in the brain to prevent seizures and relieve pain for certain conditions in the nervous system. **It is often used as a less-addictive alternative to Opioids;** Gabapentin's unique ability to address multiple ailments has made it one of the most popular prescription medications in the US In May of 2019. **U.S. National Library of Medicine. (2021, October 25). *Gabapentin: Medlineplus drug information.* MedlinePlus. Retrieved November 10, 2021, from <https://medlineplus.gov/druginfo/meds/a694007.html>.**

Scenic Design Model, Ensemble Member Michael Moon:



Things to think about prior to performance:

- For most individuals, we have times in our lives when we reassess and process. What have been times that you've done that for yourself?
- What does the phrase 'stove toucher' evoke for you?

Things to watch for in performance:

- How does the scenic design express setting and location?
- What is the effect of minimal properties?
- How does sound, lighting, projections and music strengthen and enhance the atmosphere?
- What was the most surprising and/or interesting about the designs for this production?

Things to think about the performance:

- What is the relationship established between the actor and the audience in this production?
- Oxford Dictionary defines 'transition' as: "the process or a period of changing from one state or condition to another." What significance does this have to the subject matter of the play? How does this have significance, thinking of your own life?
- How is a play where an actor speaks directly to the audience different for the actor, and for the audience, from a traditional play?

Other Analysis Tools:

- What happens in the very last moments of the play? Certainly, the last few minutes, but, more importantly, the last thirty seconds? In that time, WHAT happens or is said, and what does that say about what the play is ‘about?’ In a nutshell, how does the playwright drive his point(s) home?
- And what is the significance of the title? Why did the playwright decide that this was the most quintessential title for his work?

The running time for this production is approximately 1 hours and 30 minutes. There will not be an intermission. Please join us for a pre-show discussion Friday, November 26th at 6:45p.m in MAC 140 preceding the preview performance.

Note that pre-show discussions will include the director and designers, and will be a discussion of the approach to this production. There will be a post-show discussion following the Friday, December 3rd performance. The post-show will be with director, cast and crew, and we will be fielding questions from the audience.

Please join us!