

# CHARACTER LIST

## LARGE SPEAKING PARTS

<b>NARRATOR</b>	Not just a pretty voice. Confident, expressive reader with a slightly cynical air.
<b>GILDA</b>	Good expressive actress, able to rock wired plaits! Large speaking part.
<b>OLD MA</b>	More than a hint of panto dame, this could be played by a boy or a girl.
<b>TOMMY</b>	Good acting skills required. He has a solo song, Song 5.
<b>GAWAINE</b>	Needs to be able to handle some difficult dialogue. Has a solo song, Song 6.

## MEDIUM SPEAKING PARTS

<b>VILLAGERS 1-19</b>	Excellent acting/panicking skills needed, with a good deal of comic, overdramatic reacting. 19 speaking parts that could be reduced to 7.
<b>MAYOR</b>	Military type with a silly moustache would be good.
<b>CRONES 1-3</b>	Ability to cackle a necessity! Small speaking parts for boys or girls.
<b>BOYS 1-5</b>	Five confident boys with a good swagger! Group singing in Song 4.
<b>GIRLS 1-7</b>	Seven 'girly girls'. Group singing in Song 4.

## SMALL SPEAKING PARTS

<b>BUTCHER</b>	A cut above the rest.
<b>BAKER</b>	Flour power type.
<b>CLOCK MAKER</b>	Wind-up merchant.
<b>PLUMBER</b>	A draining role.
<b>BUILDER</b>	Bob. And yes he can.
<b>GARDENER</b>	Green fingers essential.
<b>BAND LEADER</b>	Needs a sense of musicality; should be able to pronounce a few German words.
<b>DOCTOR</b>	Looks good in a stethoscope.
<b>TEACHER</b>	Ability to look overworked and underpaid.
<b>CUCKOO CLOCK</b>	Loud voice and good timing essential. Could double as the Trainer.
<b>OOMPAH BAND</b>	A tuba player and an accordion player are needed (one doubles as a guitarist).
<b>FARMER X 2</b>	Pulls the udder one.
<b>SKATER X 2</b>	Slippery characters.
<b>OLD MAN</b>	Needs to convey age, wisdom and sneeze effectively.
<b>AGENTS</b>	Four agents needed to do some zapping!
<b>NINJA WARRIOR</b>	A man of mystery with some cool moves.
<b>FIRE BRIGADE X 6</b>	Need to be able to handle physical comedy and could double up as the band.
<b>TRAINER</b>	The 'Just do it' type. Could double as the Cuckoo Clock.
<b>CHEERLEADERS</b>	Two cheerleaders need to be full of bounce and cheer.

## NON-SPEAKING PARTS

<b>GOATS</b>	Although bleating is required!
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Snow Dancers/Storm Dancers/Ribbon Wavers are all optional parts and could double as villager parts.

# COSTUME SUGGESTIONS

<b>NARRATOR</b>	Smart casual clothes.
<b>GILDA</b>	Alpine skirt, blouse and 'turned up' plaits (plait hair and thread florist's wire through the plaits or they can be purchased online).
<b>OLD MA</b>	Eccentric, well-padded clothes. Think 'panto dame' without extreme make-up.
<b>TOMMY</b>	Slightly nerdy at first, progressing to leather jacket/rock-star look.
<b>GAWAINE</b>	Dragon mask or headpiece, which sits on top of the head allowing freedom to speak/sing. Dragon wings can be made using the mechanism from an old umbrella, covered in green fabric and attached to a dragon onesie or outfit.
<b>VILLAGERS 1-19</b>	Girls – Flared skirts, plain blouses/t-shirts, occasional shawls. Boys – Shirts/t-shirts, Lederhosen braces, coloured shorts, knee-high socks.
<b>MAYOR</b>	Dress as a villager but with insignia and an alpine hat with a bigger feather than anyone else.
<b>CRONES 1-3</b>	Black, witch-like outfits with scruffy wigs. Also need pyjamas and lycra outfits.
<b>BOYS 1-5</b>	A contemporary, cool look would be best.
<b>GIRLS 1-7</b>	A contemporary look all in the same colour would be great.
<b>BUTCHER</b>	White coat/apron.
<b>BAKER</b>	Apron, baker's hat.
<b>CLOCK MAKER</b>	Shirt, waistcoat, half-moon glasses.
<b>PLUMBER</b>	Overalls.
<b>BUILDER</b>	Hard hat, jeans, t-shirt.
<b>GARDENER</b>	Green casual clothes, gardening gloves.
<b>BAND LEADER</b>	As Oompah Band.
<b>DOCTOR</b>	Smart, with a bow tie.
<b>TEACHER</b>	Gown and mortarboard or a t-shirt stating 'Genius at work'.
<b>CUCKOO CLOCK</b>	Brown outfit, face painted as clock face. The clock can be made from a cardboard box that sits on the shoulders with 'doors' across the face, which can be opened as required.
<b>OOMPAH BAND</b>	As male villagers, but with alpine hats with feathers and cardboard instruments.
<b>FARMERS</b>	Checked shirts, jeans, wellies.
<b>SKATERS</b>	Glittery skating outfits or outdoor winter gear with cardboard skates around their necks.
<b>OLD MAN</b>	Knitted cardigan, corduroy trousers, flat cap / tracksuit for Scene 4.
<b>AGENTS</b>	Black trousers/leggings and black tops and sunglasses.
<b>NINJA WARRIOR</b>	Black outfit with ninja mask.
<b>FIRE BRIGADE</b>	As male villagers but with firemen's helmets.
<b>TRAINER</b>	Gym gear.
<b>CHEERLEADERS</b>	T-shirts and shorts/tutu skirts and pom-poms.
<b>GOATS</b>	Brown or grey outfits with painted faces or goat masks.
<b>DANCERS</b>	White leggings/t-shirts; add multi-coloured belts for the procession.

# PROPS

## SCENE 1

Rubber chicken for the butcher  
Rolling pin/dragon-shaped cookie for the baker  
Plunger for the plumber  
Big mug of tea for the builder  
Watering can for the gardener  
Stethoscope or oversized syringe for the doctor  
Piles of books/stress balls for the teacher  
A basket for Dragon Day donations  
Food for villagers  
A pie for Villager 2

## SCENE 2

Apples for Villager 6  
Latex glove (udder) for the farmers  
Big, dusty book for the Old Man, entitled *The Chronicles Of Stumbledorf* (the dusty effect can be achieved by sticking a piece of felt covered with talcum powder to the inside cover)  
Zappers for the agents, which could be small water pistols

## SCENE 3

Cauldron, happy-meal boxes for the crones  
Newspaper for Villager 10  
Luggage for Old Ma and Tommy  
Big, dusty book for the Old Man  
Dragon-shaped cookie for the baker  
Knitted scarf for Villager 12  
Fire extinguisher and fire bucket for the fire brigade

## SCENE 4

SOME DAYS LATER sign  
ALPINE FITNESS CENTRE 'YOUNG AT HEART' FITNESS CLASS sign  
Fitness equipment (could be made from cardboard)  
Pom-poms for the cheerleaders  
Bubbles or strings of snowflakes  
White ribbons for the snow dancers  
Leather jacket for Tommy  
Inflatable guitar  
Bandana for Tommy

## SCENE 5

A giant claw with a red tip  
Soapbox for the Mayor, possibly with 'Box of Soap' written on it  
Long list  
Hanky for Old Ma

## SCENE 7

Various tablets, phones (these could be enlarged, 2D laminated ones)

## SCENE 8

Pitchforks or flaming torches for the villagers  
Long pieces of white fabric

## SCENE 9

Fiery coloured ribbons for the procession  
Curlers for the crones

# A NOTE ON STAGING

Suggestions for stage directions are provided throughout the script, but please note that these are meant as guidelines only. To set the scene, we suggest a backdrop showing a simple alpine village scene with mountains, and depending on the available space, side screens either side of the stage, one with Stumbledorf mountain (stage left) and the other with village houses/ shops stage right, (e.g. BUTCHER: 4 Better for Wurst, BAKER: Flour Power). As there are several scenes with a large number of characters on stage, it could be helpful to have two stage levels. A central aisle would also be useful and a set place for the Oompah Band to be positioned from which they can step forward when needed. The narrator should be seated at the side of the stage, preferably with a microphone.

## INCREASING THE CAST SIZE

There are 68 speaking parts altogether in this musical, but these can easily be increased by:

- Not doubling up on the Fire Brigade and Oompah Band
- Having more cheerleaders

For increasing the number of non-speaking parts, have as many villagers, boys and girls as you like, have more in the Fire Brigade and Oompah Band and increase the number of agents. There could also be more characters in the Fitness Centre scene.

## DECREASING THE CAST SIZE

The 68 speaking parts can easily be reduced to 36 by:

- reducing the amount of villagers to 7 and splitting their lines accordingly; they could also double up as the Butcher, Baker, Cuckoo-clock maker, Plumber, Builder, Gardener and Doctor
- having just 3 boys and 3 girls and splitting their lines accordingly
- having just 2 firemen
- having just 2 agents
- doubling up the skaters as the cheerleaders

Further reductions would be possible with alterations to the script.