



A non-profit volunteer group dedicated to providing opportunities for people of all ages in the Milton-Ulladulla community to perform and develop skills related to music and theatre.

Terry Pratchett's

WYRD

SISTERS

The Play

adapted for the stage by Stephen Briggs

AUDITION PACK

As the cauldron bubbled, an eldritch voice shrieked: "When shall we three meet again?" There was a pause. Finally another voice said, in far more ordinary tones: "Well, I can do next Tuesday".

REMEMBER TO BOOK YOUR AUDITION at miltonfollies.org

KEY DATES

AUDITIONS

Thursday 12th January 6pm-10pm

Sunday 18th January 1pm-5pm

Please see audition information on the next page for all further information.

REHEARSALS

Commence Thursday 19th January

Mondays 7-10pm

Thursdays 7-10pm

All cast are required for the first 3 weeks of rehearsals. Rehearsal schedules will then vary according to scenes.

THEATRE REHEARSALS

Mondays 30/5/17 & 5/6/17 7pm- all cast required

Thursdays 1/6/17 & 8/6/17 7pm - all cast required

TECH REHEARSAL 3/6/17 1pm- all cast required

DRESS REHEARSAL 4/6/17 1pm - all cast required

SHOWS

Fridays 9/6/17 & 16/6/17 5pm call for 8pm show

Saturdays 10/6/17 & 17/6/17 1pm call for 4pm show

Sundays 11/6/17 & 18/6/17 11am call for 2pm show

BUMP OUT

Post show Sun 18/6/17, all cast required

AUDITIONS

Auditions will be held at Milton CWA hall, 57 Wason St.

Thursday 12th January, 6pm-10pm is the main audition date.

Sunday 15th January, 1pm-5pm is for those unable to attend on the Thursday evening, but preference for main roles will be given to those attending on the Thursday. **If you wish to be involved, but can't make either date**, please email the director K-M at emailingkm@gmail.com Unfortunately we can't guarantee that you will be given an alternative opportunity, as this will depend on the number of people unable to attend the main audition/s.

You must book an audition by completing the form on the Follies website.

The audition process will be an ensemble audition, and you will therefore be **required to attend from the beginning**. The audition will last approximately 3 hours, but we have scheduled 4 hours in case we have a large number of people auditioning.

During the audition you will be asked to do many things, including the following:

- participate in a group warm up
- introduce yourself
- play drama games
- improvise with others
- mime
- perform the 2 monologues you have rehearsed (*see monologues in this pack*)
- read other text

The audition will be hard work, but it will be fun! Don't worry if you haven't done some of these things before, as everything will be explained to you. We are looking for ability and willingness to have a go, not expertise. Think of it as a workshop, as it will be similar in many ways.

PLEASE BRING

- print outs of your 2 monologues
- a water bottle and any snacks or medications you may need for the duration
- your completed audition form with a small head and shoulders photo of yourself attached

RESULTS

The cast will be announced on the Milton Follies website miltonfollies.org on Tuesday 17th January.

OPPORTUNITIES

Wyrd Sisters is an adult production, and initially we are only inviting people over the age of 15 to audition, with most roles only being suitable for adults. It has a large cast of at least 15 people, consisting of major roles (on stage in nearly every scene), to minor roles with a couple of lines. There are roles for males and females.

During the 4 months of rehearsal, cast members will work as part of a collaborative ensemble, getting to know each other and their characters very well. This will involve training in various aspects of acting and performance, in addition to rehearsing. You will be worked hard, but you will learn a lot more about the craft of acting, and we guarantee you will have fun.

ABOUT 'WYRD SISTERS'

For those few people unfamiliar with the work of the famous and prolific Pratchett, he created the Discworld series of over 40 hilarious fantasy novels, set on a flat world, being carried on the back of four elephants, standing on a giant turtle flying through space. The Discworld is much like our own, and has the same political, social, and everyday problems, but is populated by trolls, dwarves, witches, elves, and numerous other fantastical races, in addition to humans.

In *Wyrd Sisters*, Terry Pratchett takes Shakespeare's *Macbeth* and then turns it up 'till the knob comes off. It's all there - a wicked duke and duchess, the ghost of the murdered king, dim soldiers, strolling players, a land in peril. And who stands between the Kingdom and destruction? Three witches: Granny Weatherwax (intolerant, self-opinionated, powerful); Nanny Ogg (down-to-earth, vulgar); and Magrat Garlick (naive, fond of occult jewellery and bunnies).

"Things like crowns had a troublesome effect on clever folks; it was best to leave all the reigning to the kind of people whose eyebrows met in the middle. Three witches gathered on a lonely heath. A king cruelly murdered, his throne usurped by his ambitious cousin. A child heir and the crown of the kingdom, both missing. The omens are not auspicious for the new incumbent, for whom ascending this tainted throne is a more complicated affair than you might imagine, particularly when the blood on your hands just won't wash off and you're facing a future with knives in it..."

Wyrd Sisters is a non-musical, adult production, but contains humour and themes suitable for family audiences. Like the best family productions, it has humour aimed at all ages, including riotous innuendo which will safely fly over the heads of the youngsters.

If you are not familiar with the Discworld, and/or *Wyrd Sisters*, great resources are www.terrypratchettbooks.com

and

<http://theconversation.com/a-beginners-guide-to-terry-pratchetts-discworld-55220>

CHARACTERS

(Please note, I have included physical descriptions from the novels for some of the characters, however, do not let that stop you from auditioning for a role. Being able to play the character's personality is more important than their physical appearance.)

Discworld's witches, based around the rural and mostly vertical kingdom of Lancre, deliver babies, treat warts and keep an eye on troublesome kings, vampires or incursions from other worlds. They don't have leaders, but Granny Weatherwax is the most highly regarded and steely of the leaders they don't have, assisted by Nanny Ogg – mother of fifteen and brewer of lethally strong cider.

ESMERELDA 'GRANNY' WEATHERWAX

Self-confessed, greatest witch on the Discworld. She regards the whole kingdom, and anywhere else she happens to be, as her rightful domain. She is a formidable character with every necessary attribute for the classical 'bad witch' - a quick temper, a competitive, selfish, and ambitious nature, a sharp tongue, an unshakeable conviction of her own moral superiority, and some considerable mental and occult powers.

She likes to look the part. She is tall and thin, with blue eyes, and long, fine, grey hair tied back in a severe bun. She is old, but still handsome and reasonably youthful in appearance - she has perfect skin, a source of irritation: her complexion has resisted every one of her attempts to gain some warts. She wears sensible black, her skirt incorporates some serviceable pockets and her lace-up boots have complicated iron fixtures and toecaps like battering rams. She likes to wear several layers of clothing, including respectable flannelette petticoats.

GYTHA 'NANNY' OGG

Nanny is probably in her 70s. Her family arrangements are cosy, but haphazard. She has been formally married 3 times (but they're all now dead), and has 15 living children.

Contrary to the rules of modern witchcraft, Nanny Ogg now lives in quite a modern cottage in town between 2 of her sons' houses. She likes to have her family around her in case of an emergency, like when she needs a cup of tea or the floor washed. Her hair is a mess of white curls. She is a small, plump, attractive and good-natured woman, with a crinkled face, thighs that could crack coconuts, and a large and experienced bosom. She smokes a pipe, and wears heavy, lace-up boots. She loves a drop or twenty of liquor, and enjoys singing loud songs like, 'A Wizard's Staff has a Knob on the End'.

MAGRAT GARLICK

Magrat is the youngest witch of the coven. In a certain light, and from a carefully chosen angle, Magrat is not unattractive. Despite her tendency to squint when she's thinking. And her pointy nose, red from too much blowing. She is short, thin, decently plain, and well-scrubbed. She has the watery-eyed expression of hopeless goodwill wedged between a body like a maypole, and hair like a haystack after a gale. No matter what she does to that hair, it tangles itself up again. She likes to wind flowers in it because she thinks this is romantic, but she looks like someone dropped a pot plant on her head.

Magrat has an open mind, as open as a field, as open as the sky. A lot of what she believes has the word 'folk' in it somewhere (folk wisdom, folk dance, folk medicine, folk song), as if 'folk' were other than the mundane people she sees every day. She is, however, more practical than most people believe who see no further than her vague smile, green silk dress, and collection of cheap occult jewellery. Although she has a black cloak lined with red silk, she hardly ever wears a pointy hat - she's just not a pointy hat kind of person.

VERENCE - an elderly ghost, late King of Lancre. He was cruel and power-hungry, but in a regal, kingly way. Now he's annoyed, and has a score to settle.

LEONAL FELMET - Duke, then King of Lancre. Cruel and power-hungry, in a mad way. He gets progressively madder and crueler.

LADY FELMET - Leonal's wife. Calculating, power-hungry, cruel. The brains of the operation. Think Lady Macbeth.

VITOLLER - the kind actor-manager leader of a travelling group of players, who agrees to raise an abandoned baby as his own.

MRS VITOLLER - Vitoller's kind and caring wife.

VERENCE THE FOOL - a youngish jester, following his father's footsteps in the respected trade of being a fool, but his heart's not in it. Underneath all of his miserable foolery, he is intelligent and meant for greater things.

TOMJON - a much admired, extremely talented youngish actor, with the gift of language, and the ability to portray anyone or anything to perfection. Vitoller's son.

HWEL - a dwarf playwright. He is a genius with words and story, and is a slave to his words. He is kind, loyal to the Vitollers, and keeps a caring eye on Tomjon.

SERGEANT AND GUARDS - bumbling, with a strong sense of self-importance. If situations get too messy, they'd rather duck out for a cigarette.

DEMON - impatient, cunning, and a stickler for the rules. And, well, demonic.

Assorted **ROBBERS, PEASANTS, PLAYERS, GUESTS, CHAMBERLAIN** - all a little more on the bumbling side than the brilliant one.

MONOLOGUES

You are required to perform two of these monologues. You are expected to have rehearsed them, but you are not required to have memorised them.

1. GRANNY WEATHERWAX

(to Magrat) You listen to me girl. Demons don't care about the outward shape of things. It's what you think that matters... We must be careful; demons always tell the truth, but only as much as they need to. We must phrase our questions very carefully. *(to the Demon)* Is there something strange at large in the kingdom? Hold on, hold on. Is there something in the kingdom that wasn't here before? *(pause)* What the hell's going on? And no mucking about trying to wriggle out of it, otherwise I'll boil you. I haven't got time to bandy legs with you all night. These word games might be all very well for wizards, but we've other fish to fry.

2. NANNY OGG

Bloody hell. You ain't going to try that, are you? See here, Esme. I mean, Black Aliss was one of the best. I mean you're very good at, well, headology and thinking and that, but... but she sent a whole palace to sleep for a hundred years until... Can't remember. Was there rose bushes involved, or was it spinning wheels in that one? I think some princess has to finger... no, there was a prince, that was it. He has to kiss her. Very romantic, Black Aliss was. She liked nothing better than Girl meets Frog. And teeth. She has a sweet tooth. Lived in a real gingerbread cottage. Couple of kids shoved her in her own oven at the end. Shocking.

3. MAGRAT

(to Nanny) That's not right. If he's going to be king he ought to be able to fight his own battles. ... I hope we shall leave him to fight his battles in his own way. Whatever happened to not meddling? Only last week you were saying.... so, what you're saying is that 'not meddling' is like taking a vow not to swim. You'll absolutely never break it unless of course you happen to find yourself in the water? I think that I'll never really understand about witchcraft. Just when I think I've got a grip on it, it changes. I really don't know what you're talking about. Not that it bothers me at all. Either way. No, it doesn't bother me at all.

4. FOOL

Let me entertain you, my Lord, with many a merry quip and lightsome jest... Why sirrah, why may a caudled fillhorse be deemed the brother to a hired candle in the night? *(pause)* Withal, because a candle may be greased, yet a fillhorse be without fat arguer. *(awkward pause)* That, er, was by way of being the whole thing. My granddad thought it was one of his best. *(long pause)* What have I got myself into? I never asked to be a Fool, you know. It just happened. First thing I can remember is Granddad standing over me, making me repeat the jokes by rote, hammering home every punchline with his belt... Never, never, ever, utter a joke that has not been approved by the Guild. Never, never, ever let me catch you jocolating again. *(deep sigh)* Marry, nuncle.

5. VERENCE (the GHOST)

(to Nanny) I wasn't making faces, woman, I was scowling. And I prefer the term 'passed over'. I'm afraid it was I who borrowed your cat: I knew you'd come looking for it. And Madam, I am a king! *(referring to actor he is watching portray him on stage)* But I never walked like that! Why's he got a hump on his back? What's happened to his leg? And I certainly never did that! Or that. Why is he saying that I did? And it's my crown he's wearing! Look! And he's saying I did all those.... All right. Maybe I did do that. Maybe I set fire to a few cottages. Everyone does that. It's good for the building industry anyway. Why is he saying all this about me?

6. DUKE

No! I did not do it! It was not like that! You were NOT there! Nor was I! *(giggles)* I was asleep at the time you know. There was blood on the counterpane, blood on the floor. I couldn't wash it off. These are not proper matters for this inquiry. I cannot allow the discussion of national security. It was just a dream... When I awoke, he'd be alive tomorrow. And tomorrow you can say I didn't know. I had no recollection. What a noise he made in falling. Enough to wake the dead... who would have thought he had so much blood in him? *(pause)* I hope that sorts it all out. Ha. Ha. I didn't do it. You all saw I didn't do it. Telling lies is naughty. You can't get me now. Will there be a comet? There must be a comet when a prince dies.

7. DUCHESS

Clearly my husband has lost his wits. I decree we're not having that. No mysterious returned heirs in this kingdom. You don't frighten me wyrd sisters. Your witchcraft is all artifice and illusion, to amaze weak minds. It holds no fears for me. Do your worst. Yes, get on with it! I'm proud of what I've done, do you hear? I enjoyed it, and I did it because I wanted to! You gawping idiots! You're so weak! There's not one of you that doesn't fear me! I can make you widdle your drawers out of terror! Where I come from they don't allow witches. And I don't propose to allow them here.

8. SOLDIER

Your Majesties. The baby was taken by witches. We have them. Lots of them. Oh, indeed. It's considered good luck to have a witch living in your village. My word, yes. They smooth out life's little humps and bumps. *(pause)* Taxes? Well, not exactly pay taxes, my Lord. It's more like they don't pay. The old king didn't think... well, they just don't. And er, she give me a cup of tea, Sir. Are you all right Sir? Only you've gone all red Sir. And Sir, we all had a bun too, my Lord. All except young Roger, who isn't allowed fruit, Sir, on account of his trouble. He had a biscuit my Lord.

9. HWEL

We used to manage without all that stuff. Remember the old days? All we had was a few planks and a bit of painted sacking. But we had a lot of spirit. Mind you, we could afford a wave machine. A small one. I've got this idea about this ship wrecked on this island.... We've had some huge audiences..... All right! I'll write it! Mind you, there will be some nice touches. Three witches is good. Lots of smoke and green light. You could do a lot with three witches. Surprising no-one's thought of it before really. And of course you couldn't go wrong with a good storm. And there was this ghost routine we cut out of *Please Yourself* 'cos we couldn't afford the muslin. P'raps I could put Death in too.

10. TOMJON

(acting, and covering for his fellow actors who are dumbfounded)

And calls me forth for vengeance. *(pause, repeats)* And calls me forth for vengeance. *(pause)* For. Vengeance! Aha, it calls you forth for vengeance does it? And the heavens cry revenge too I expect? Aha, thou calls me an evil king, though thou whispers it so none save I may hear it. And thou hast summoned the guard, possibly by some secret signal, owing naught to artifice of lips or tongue. *(pause, then desperately)* What was that? Did I hear you say, "I come, My Lady"? Thou babbles, man. See how I dodge thy tortoise spear. I SAID, see how I dodge thy tortoise spear. Thy spear, man! You're holding it in thy bloody hand, for goodness' sake.

AUDITION FORM for
Terry Pratchett's *WYRD SISTERS* 2017

All information provided remains confidential

NAME & PREFERRED NAME: _____

AGE and DATE OF BIRTH: _____

PHONE NUMBER/S: _____

EMAIL ADDRESS: _____

EMERGENCY CONTACT NAME & PHONE NUMBER: _____

Parent's Name & Contact Number (if under 18): _____

Special Needs (*Allergies, Medical Conditions, Medication etc we should be aware of*):

Briefly list any performance experience and/or training: _____

Do you have a preferred role/s? (*You may be offered a different role*): _____

I have read the audition pack, and understand the commitment required, should I be offered a role in this production.

Signed: _____ Date: _____

Parent's signature if under 18:

I have read the audition pack, and understand the commitment required, should my child be offered a role in this production. I allow my child to audition for Milton Follies' production of *Wyrd Sisters*.

Signed: _____ Date: _____