

# 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! |
|--------------|--------------------------------|

Snow Dancers/Storm Dancers/Ribbon Wavers are all optional parts and could double as villager parts.