

Candice Chambers

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Not in Nottingham

A Tale of Robin Hood

Prince John has heard that King Richard has been killed in France, so he raises taxes to ensure he has the funds necessary to throw the most lavish coronation that England has ever seen. Will Robin and the Merry Men intervene to stop the exorbitant tax hike, or will they fall for one of the Sheriff's traps? Will Marion and the rest of the townsfolk be able to save Robin and his compatriots? Is Richard really dead? Will there be an execution, a wedding, or a coronation? Find out at the Hoggetowne Medieval Faire!



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PRODUCTION TEAM

DIRECTOR: CANDICE CHAMBERS

Assistant Director: Milo Brooks

Assistant Director: James Davis

Character Director: Alex Christophy

Character Director: Katie Barnes

FIGHT CHOREOGRAPHER: JOHN BONACCI

Assistant Fight Choreographer: Allan Thompson

Assistant Fight Choreographer: Alex Christophy

Assistant Fight Choreographer: Milo Brooks

Assistant Fight Choreographer: John Bauldree

COSTUMER: SOMMER SHARP

Assistant Costumer: Echo Guertin

Assistant Costumer: Aja Ragasa

Assistant Costumer: Athena Buell

OTHER TEAM MEMBERS:

Safety Officer: John Bauldree

Production Assistant: Jordan Pfof

Production Assistant: Elayna Barrison

Videographer: Houston Wells

Videographer: Jon Akers

Photographer: John Bollinger

Photographer: Laurel Housden

Cook: Mark Suggs

Cook: Susan Davis

TEAM BIOGRAPHIES

Candice Chambers: Candice has been a member of Thieves Gilde for more than a decade. She has served as more roles than we're going to list, because frankly it's easier to name what she's not done, which is fight choreographer, secretary, and recruitment. Candice is a loving mom and treats every member of TG like her family. She wants to have a lot of fun with the cast this year and hopes that her proposal reflects that.

John Bonacci: This will be John's fourth year with Thieves Gilde. In that short time, he has achieved fight master status, having successfully tested out of eleven weapons classes. He serves as an assistant sword trainer (to the Stars), and was fight choreographer in 2016. John has also been a member of the TG board of directors, and is CEO of the YMCA which serves as our training and rehearsal facility.

Sommer Sharp: Sommer has been in Thieves Gilde for over 20 years, and comes to the team with an innumerable amount of experience. She has served officially on two previous costuming teams and assisted with individual costumes over the years. Fun fact; Sommer once backhanded Milo so hard (in front of his mother no less) he forgot what colors were.

James Davis: James Davis is the last of Habsburg princes. Born the descendant of Charlemagne and Frederick Barbarossa. He is best known for nothing else, besides his experience as Chessboard Master during the 2016 Hoggetowne Medieval Faire, and this being his sixth year of being a member of the Thieves' Gilde. He is also not really the last of the Habsburg princes or a descendant of Charlemagne and Frederick Barbarossa...but he can dream.

Milo Brooks: Milo Brooks has been a member of the Thieves Gilde since 2004 (with a short break to study theatre in the UK). He holds a silver standard certification in advanced level stage combat from the BADC (British Academy of Dramatic Combat). He has worked on film and television sets such as Powers and Insurgent and is a part of the local theatre community of Gainesville. Fun fact; Milo still doesn't know what colors are.

Alex Christophy: Best known as SAMGAR, Alex might be small, but he brings big talent to the team. Alex has been involved in theatre for 14 years (at least officially, unofficially he was on the stage in the womb) and has participated in more than 40 productions. He is a theatre major at SFC, where he served as assistant director and competed in many theatre conferences with many high regards. Alex has a deep, nearly primal, fear of Sharpies.

Kate Barnes: Kate Barnes has performed at Hoggetowne Medieval Faire for almost 20 years, as well as multiple faires around the state of Florida. She has been acting for over 30 years and still loves it! She is currently performing in The Mousetrap, by Agatha Christie, at Gainesville Community Playhouse. Kate's goal as character director is to make sure that all participants have fun and are able to put on a great show for the audience. Kate wants everyone to enjoy themselves and find ways of expanding their abilities.

Elayna Barrison: Elayna has volunteered with the Thieves Gilde for three years as a manager for the Kids Kingdom area. She is an accomplished seamstress, knitter, and all around crafty woman. She is a UF Graduate with a degree in finance. The team has started talks with her

regarding how best to invest our 401(k)s.

Jordan Pfof: Yes, that is Pfof. With an F. Pronounced “post”, though Jordan will probably answer to any iteration of her name you manage to come up with. Jordan is a really recent engineering graduate from UF and has worked as a volunteer with Thieves Guild for the past two years. She was a major boon in building the newly renovated Stumble Inn, and really brought an artistic eye to painting the stone for the walls. Jordan is wonderful to work with and basically just does whatever she is asked to help with.

Allan Thompson: Allan has been performing with Thieves Guild since 1997. Over the years, he has taken part in over 20 chessboard fights and more than 30 melees (and at least 2 assassinations, but we don’t talk about those). Alan trained with Phil Yeager and Johnny Cashman, who are both recognized with the SAFD (Society of American Fight Directors). He has served as director, fight choreographer, president, chair of the DC and is an active trainer for TG.

John Bauldree: John is one of the oldest active members of Thieves Guild. He has served on our board of directors, and has been a cornerstone of our training team for more than two decades. He is a master of the whip, so tread lightly, as he’s heard all the Devo jokes and is not amused.

Echo Guertin: Echo has been with Thieves Guild for several years now, spending most of that time helping with costumes, working at the Stumble Inn, and serving as the volunteer coordinator for the last two years. A quote about Echo: “Do you ever say no to helping people?” – Shannon Singley, and the answer to that question appears to be a resounding “Lol, nope.”

Aja Ragasa: Aja first joined Thieves Guild in 2012. She's grown accustomed to Medieval Stage Combat from Unarmed, to not-so-much-with-Staff, Sword and Dagger. She has made her own costumes, thus her membership with the Costumers. She's assisted with construction with the new towers and volunteered with various activities involving stage combat. Fun Fact: I can read backwards and/both upside down.

Athena Buell: Athena is a forcibly re-conscripted six-year veteran of Thieves Guild, including a stint as costumer for the 2012 show. Before being dragged back, she lived a quiet, unassuming life as writing tutor and editor.

SYNOPSIS

OPENING GATE SCENE

The Sheriff, Prince John, and Guy of Gisborne (or Princess Joan) arrive at the gate and announce that King Richard has been killed in France so everyone's taxes are going to go up to pay for John's coronation. Everyone will be required to show up at the chessboard to pay them today at noon. There is a great deal of booing and someone shouts that they've already paid their taxes and they have nothing else to give. The Sheriff mockingly reminds them that failure to pay their taxes will result in the seizure of their property, and if that doesn't cover the taxes, the forfeiture of their lives. Again, the peasants protest. Prince John and the Sheriff suggest they keep their bellyaching to themselves, and that if they have any concerns, they come to the chessboard and have them addressed then. They make a quick exit. Robin removes his cloak with a flourish and addresses the remaining crowd. He reassures them that John is lying, and that he's had word that Richard is headed home to England and will soon relieve their suffering. Until then, he and his band of Merry Men will make sure that any taxes the Sheriff manages to take, find their way back to the pockets of their rightful owners. In demonstration, he throws coins (chocolate coins?) to the crowd. Robin will also let the crowd know that he has a *special* surprise in store for the Sheriff at the chessboard. The peasants cheer! Robin again reassures everyone not to worry and encourages Alan A Dale to play a song for the crowd to start the day of faire off right. The song is played and the Merry Men disappear back into the crowd. The gates open.

FIRST BOARD

Procession includes the nobles from the black side, the guards, and the peasants. The Sheriff and the guards arrive at the Chessboard and begin demanding that the peasants pay their taxes. Some of the peasants try to ask questions, but they are summarily shut down. The Merry Men, disguised in bad drag as serving women, graciously receive the Sheriff, having set up the stage to make it easier to collect the taxes. They offer a chair, food, drink, a comfortable blanket to keep warm... Once the Sheriff is settled in, the Merry Men spring their trap, tightening the blanket like a rope as Robin Hood throws off his disguise and puts a dagger to the throat of the Sheriff.

The Sheriff makes Robin an offer. Robin will stay and play an "honorable" game of chess, and if he wins, the Sheriff is willing to forgive the taxes of everyone present. Robin, ever the daring hero (and not having an escape plan), accepts and the two sides set up for chess. During the board, the black side guards maneuver into position, on and off the chessboard, to spring their own trap on Robin. When it looks as though the white side will win, the Sheriff commands the guards to attack and a melee ensues. The guards manage to surround the Merry Men and are delighted to have Robin held at sword/crossbow point. Robin isn't willing to give up however. The Sheriff asks if he's willing to die for his cause, because he won't be able to fight his way out of this. Robin replies that he's faced worse odds, and yes, he and his men are willing to die for their cause. The Sheriff nods and agrees... then signals to the guards who turn their weapons on the audience, and asks "Are you willing to let all these nice people watching die for it as well?" At this point, Robin and the Merry Men surrender. The Sheriff has them locked away in the castle and announces that there will be a grand execution for all to witness at 2PM.

SECOND BOARD

Opening Option A:

Board Two begins with Sir Guy of Gisborne announcing that he has paid a huge ransom (we can use the large chest; this would be a great visual gag) to Prince John for the right to determine the fate of the Merry Men. Maid Marian approaches Sir Guy (as he knew she would), imploring him to free Robin Hood and the Merry Men from the dungeons. Sir Guy, never one to pass up a chance at Marian, agrees, on the condition that she will wed him. Marian cleverly points out that it would be far more honorable for him to win her hand and suggests they play chess. Should she be successful, he will free Robin and the Merry Men, but if she should lose, then she will wed Sir Guy.

Opening Option B:

Princess Joan is ecstatic—upon hearing that the Sheriff captured Robin, she has convinced her dear brother John to give her Robin's hand in marriage! She has her dowry ready to go (again, the chest can be used here as a great visual gag). She can't contain her joy that she's finally going to get a chance to wed the dreamy outlaw who stole her heart even as he was stealing her brother's favorite robe and the crown that their mother had given him. Her dreams of marriage are interrupted by Marian arriving with her retainers and the other concerned citizens of Hoggetowne in tow, asking Princess Joan for Robin to be freed. Joan staunchly refuses—after all, if Robin were free, how would he ever get a chance at marrying her when he'd be on the run the entire time? Marian—swallowing a biting comment—tells her that if she truly loved Robin, she'd set him free. This baffles the Princess who retorts with “No, if you love someone, you lock them up and never let them get away! Also, which is Robin's better leg? I need to pick the right one to hobble...” Seeing no other choice, Marian challenges Princess Joan to a game of chess: whoever wins gets Robin. Princess Joan agrees.

END OF BOARD FOR EITHER OPTION

Marian begins to assemble the peasants who escaped the Sheriff's ambush on her side of the chessboard when Sir Guy/Princess Joan overrides her and informs her that peasants are only good enough to act as pawns. Therefore, only Maid Marian, her handmaiden, and the knight Mad Mardigan remain as capitol pieces while the peasants are stuck in the first row. With Marian now sorely handicapped, Sir Guy/Princess Joan trots out his/her knights and the Sheriff's guards to fill the black side of the chessboard. As the game begins, it's very clear that the Black Side has the upper hand; it is filled with trained fighters and killers. Marian quickly puts her plan in action— the peasants need only distract the Black Side long enough for their fellow rebels to free the Merry Men. As the prize of Marian/Robin's hand draws ever closer, the Hen Knights are freeing the Merry Men one by one and having them take the place of the tower guards. Sir Guy/Princess Joan manages to get Marian into check and challenges her to a final duel. Marian accepts. While she distracts the Black Side, Mad Mardigan scales the side of the tower with the Merry Men screening him from the guards. Upon reaching the top, he calls out that the fight is over, even as Marian puts Sir Guy/Princess Joan on point. Mad Mardigan frees the prisoner and reveals... a guardsman in Robin's hat and cloak. The Sheriff appears from the opposite tower with a captive Robin Hood, taunting “I'm sorry to say, but it seems your princess was in another tower...” Robin replies with: “Not a princess and it's another castle—not another tower. You're really awful at this, aren't you?” The Sheriff silences Robin with good old fashioned violence, and informs everyone that the execution/wedding of the outlaw Robin Hood will take place at 4 o'clock on the board.

THIRD BOARD

Prince John is all smiles, after all, there's about to be an execution or a marriage (dependent on which version of board 2 is run), and in either case it means Robin is out of the game. Nothing could possibly ruin his day. Suddenly, King Richard's voice rings out, and Richard appears, flanked by his knights and looking very disapproving. Prince John throws an absolute hissy fit. Meanwhile the Sheriff rushes to point out that King Richard is clearly an impostor—for the real Richard is dead. Richard, unamused, approaches the Sheriff from behind and waits until the Sheriff notices him to growl out a threat. The Sheriff retreats, and Richard takes the stage next to John. Richard is demanding that Robin Hood be freed and John stop this foolishness when John finds a part of his spine and (petulantly) shouts, "No!" He goes on to indicate that this is his kingdom now, he's already made plans for his coronation, and for Richard to suddenly appear back from the dead and demand the crown is the equivalent of a usurpation of God's Will. Richard—very obviously annoyed—relents and turns John's last phrase against him: the two shall have a trial by battle chess (everyone groans and one of the peasants shouts 'Not again!') to determine the rightful King of England.

John agrees, nominating himself as the leader for the Black Side where the Sheriff will sit in his place. After all—without Robin to lead the Merry Men, however will they win? Richard, the Sheriff, and Princess Joan/Sir Guy give John a look as Richard flatly announces that it will be he that leads the white side. John immediately tries to find some other game they could play—even offering for Richard to duel the Sheriff. Richard flatly declines and the sides are taken with Richard standing in as the White Side King while John remains on the stage. John is given a sword by one of his nobles that he threateningly holds toward Robin as he reminds his brother that if the outlaws try anything funny, he'll take it out on Robin. With that threat looming, chess begins.

The Black Side almost immediately falls to cheating—though John studiously ignores it. Every time it is brought up, John threatens Robin a bit more and demands that Richard quit questioning the tactics of these stalwart Englishmen. Without much recourse, the White Side fights as best they can. During one of the final moments when the cheating of the Black Side leads to the abuse of one of his townspeople, King Richard can no longer stand this and demands that they finish the fight as two kings: man-to-man. John cowers and whines, drawing Richard closer, before surprising him with an attack—driving Richard back. Just as Richard begins to gain the upper hand, the Sheriff and Princess Joan/Sir Guy take the field—forcing Richard into a 3v1 which he is sorely losing. The Merry Men storm the stage and free Robin—giving him his sword and letting him jump into the fight. Robin and Richard together begin to win out against the three. Sir Guy/Princess Joan is the first to be dispatched. Robin defeats the Sheriff next, leaving Richard to defeat Prince John. Once all three have been defeated, Richard exiles them from England on pain of death, and absolves Robin and the Merry Men of their criminal status.

CHARACTER LIST

LEADS

Robin Hood: Robin Hood is the dashing and beloved hero of Nottingham. He will do anything to defend the people from the oppression of the Sheriff and Prince John, sometimes leaping before he looks.

King Richard: Weary from the rigors of the Crusade and injured on his way through France, Richard has decided to take advantage of the fact that no one knows he has returned to get a true picture of how his people are being treated. Brave and concerned for his kingdom, he is a boisterous adventurer at heart, ill-equipped to hide himself or his feelings, and will always take the more daring route if he can find it.

Maid Marian: Raised in a court ruled by John and subject to her cousin's wild mood changes, she has mastered the art of keeping her thoughts and feelings to herself. Stifled by the court, she turned to subterfuge and sneaking out to Sherwood Forest. There she has made friends and learned skills not suited to a lady. She found her home and she's willing to fight John and anyone else to keep it safe.

Prince John: Richard's power-hungry and greedy brother, he sits on the throne of England in Richard's absence. He is prone to temper-tantrums and histrionics, always whining to get his way. John's best bros are Waldemar Fitzurse, Maurice de Bracy, and Reginald Front-de-Boeuf.

Sheriff of Nottingham: An out-and-out, down-and-dirty thief and murderer, makes no distinction between right and wrong and therefore has no conscience or pangs of guilt. Her/his actions are motivated only by egoistic considerations of personal gain at any given moment.

Princess Joan: John and Richard's vain, spoiled, narcissistic sister who knows how to manipulate others to achieve her own ends. Joan is the baby of the family and has been given everything she has ever wanted. And she wants Robin.

Sir Guy of Gisborne: Sir Guy has agreed to support Prince John and the Sheriff in exchange for the hand of Maid Marion. He is convinced of his superiority and doesn't understand why Marion isn't falling at his feet.

WHITE SIDE

Merry Men

A band of rabble rousers and rogues, these men are fiercely loyal to Robin and will fight by his side because they fully believe in his cause. They have seen the injustice wrought by Prince John, the Sheriff, and all their followers. While they can sometimes be overly ambitious in their efforts to do right by the townspeople, things always seem to work out in their favor.

Alan A Dale: A cheeky opportunist, Alan will make sure he's got his own escape route sorted before he stops to help you. He has the gift of the gab and always tells the truth, provided he can't think up something more entertaining.

Baldewin Gotfrid von Magdeburg: The youngest of eight children, he is the son of a baron in the Holy Roman Empire. After deciding he was unlikely to inherit much of anything, he departed on an adventure and has just arrived in England, amazed by everything he sees as it is so different from his native HRE. He has been recruited by the Merry Men to join their noble cause. Extremely kind and polite to all, he can be quite verbose when you get him talking about one of his favorite things, and has a knack for being endearingly clumsy.

Friar Tuck: Loves food, ale, and fighting, almost as much as his God. He can be jolly, foolish, lecherous, a devout holy man, or a wiseman depending on his mood.

Gilbert Whytehonde: A dastardly buccaneer ready to unbuckle any amount of swash, or so he'd like to believe. Unfortunately, his swash is mostly cheesy puns and sardonic one liners.

Hermes/Hermione of Hoggetowne: The toughest and bravest of his/her family. He/she tends to solve every problem by rushing in and fighting, shouting, drinking anything that looks even vaguely alcoholic (turpentine/rat poison/lamp oil etc.), and then stealing anything not nailed down (of course this doesn't stop her/him as he/she simply steals the nails as well).

Ivanhoe: The son of Cedric/Cerdwyn; Ivanhoe is a Saxon knight who is deeply loyal to King Richard. He represents the epitome of the knightly code of chivalry, heroism, and honor.

Little John: Little John is the extremely loyal best friend and sidekick to Robin Hood. Little John believes himself to be more cautious than Robin Hood and often reminds his friend of the potential consequences of his plans. He is an honorable man and a strong fighter.

Val the Vague: Val has a bad memory, so the rest of the Merry Men, in an effort to help him/her out, have given him a handy sign with "My Name is Val" written on it. Of course, all they had was some slate and chalk to write it with, and who would have supposed that unscrupulous folks would erase poor Val's name and give him/her a new one.

Will Scarlet: Will is hot-headed and tempestuous, but has a love of fine elegant clothes and is often seen wearing silk. He is the most skilled swordsman of the Merry Men.

Marian's Retainers

Knights and nobles who have chosen to stand by Marian's side regardless of her love for an outlaw. They are true friends in every sense, even if the rest of John's court shuns them.

Lady Caroline "Clucky" Smythe: Fiercely loyal to Marion whom she has taken care of since she was orphaned as a child. She is outspoken and opinionated, which has earned her her nom de plume after Marian received one too many tongue lashings. Clucky is determined to keep her charge safe.

Lady Rebecca "Becks" de Bracy: Rebecca has always looked up to Marian, seeing her as the big sister she never had. She firmly believes that everything Marian does is just the absolute best, and she could never, ever, EVER be wrong.

Lady Rowena "Row" Malvoisin: Rowena doesn't understand the charms of Robin Hood or the appeal of Sherwood Forest. She prefers the finer sides of courtly life, including regular bathing, pretty dresses (without holes or scorch marks), and the absence of six-legged creatures. She absolutely believes that Marian can, and should, do better, but will stick by her friend.

Mad Mardigan: Mardigan was once a valiant knight who served Marian's father. During the attack that left Marian an orphan, Mardigan was taken and held captive for months. The isolation left him/her with a few personality quirks and a strong case of paranoia. When he/she was released and made it back to court, she/he swore allegiance to Marian and vowed to protect as he/she failed to save her parents.

Hen Knights

Hard working women who've supported the men folk of Nottingham and Sherwood Forest, they are not about to let their husbands, sons, brothers, fathers and friends rot in jail while there is work to be done. They have banded together and are willing to storm the castle to get their family and friends back.

Aebba (Soldier): Wife of a noble Crusader gone off to fight alongside Richard, Aebba rejected the idea that she would pine alone at home until his return. She found her own way to keep the home fires burning by taking up her husband's sword. Aebba is fierce as a lion, believes that justice will always triumph over evil, and is driven by a burning sense of hope.

Blossom (Herbalist/Gardener): A daughter of the earth and sky, Blossom has unraveled mysteries of life that most folk never knew existed. Her pockets are full of every herb that grows and she knows them all, from the best cure for fever to what she swears is a unicorn's favorite tea at solstice. At times, her knowledge borders on the arcane...or just plain weird.

Bobbin (Tailor): A spinster living alone and making a living as a seamstress, Bobbin seems nice enough, but there's always something just a little bit off about the poor dear. She has a nervous disposition, always seems to be suffering from a sore throat, and is positively petrified at mentions of Richard's return. Of course, it couldn't be because 'she' is a deserter from the Holy Wars masquerading as a lonely seamstress. No. Don't be silly.

Prudence (Nun): Sister by birth and vow to Constance. Innocent and warm as spring sunshine, these virtuous sisters are out to help everyone in need...even people who didn't know they were in need! They're shy, moral, and thoroughly on the path of the righteous even though the path is big and scary and possibly full of swords.

Constance (Nun): Sister by birth and vow to Prudence. Innocent and warm as spring sunshine, these virtuous sisters are out to help everyone in need...even people who didn't know they were in need! They're shy, moral, and thoroughly on the path of the righteous even though the path is big and scary and possibly full of swords.

Daria Cecchini (Butcher): A butcher by trade and inclination, she sees the beauty in the art and is willing to argue that her work amounts to poetry; a combination of knowledge and consciousness that can bring people together at the table. No easy feat in a world where things are becoming too impersonal.

Ferra (Blacksmith): Ferra has helped to tend the forges since she was old enough to be around them and has taken more and more responsibility in the smithy over the years. She is staunchly independent, proud, and not afraid to roll up her sleeves to get things done.

Harriet (Haberdasher): Sour, dour, and serious as death itself, Hattie sees the world in neat lines and clear patterns. She believes in order above all else, logic and reason. She is, potentially, the sanest hatter in the history of the profession. And yes, she's heard the jokes. All of them. Just don't.

Jocosa (Tinker): Fiery, feisty, boundlessly curious and full of big ideas, Jocosa sees the world as a thing to be redesigned and made into a better version of itself. Unfortunately, she's not above using explosions and a small bit of chaos to make it happen.

Molly (Laundress): Not highly educated or exceedingly clever, Molly does have stubbornness and common sense on her side. She's had it up to here with foolish men getting under foot and throwing her life into disarray. She'll take Prince John by the ear if she has to to get things back to normal.

Queenie (Tavern Girl/Spy): A winsome, wily woman, Queenie has a sharp ear and a quick mind. she prefers cunning over force and isn't above using her charms to part fools from their coin...or their secrets. She's sly as a fox, far from useless, and has a big soft spot for Robin's men.

Knights Templar

Battle-hardened knights, fresh from the Crusades where they have been fighting alongside Richard. They have been given a small reprieve from the frontlines in order to escort the faithful who are returning on pilgrimage to the Holy Lands. While home, they will also be responsible for ensuring that all is in order in Richard's kingdom.

Grand Master Hugh/Helen de Payens (Huge Pain): Founder of the Knights Templar and creator of the Code of Conduct, she/he is fully committed to the ideals of the Knights Templar and feels he/she has found a worthy ally in Richard. Very serious and direct, he/she has little time for diplomacy or banal chit chat.

Sir/Dame Amberaldus: Sir/Dame Amberaldus is quite the favorite of the bar maids and ladies of the court, thinking he/she has the prettiest eyes. He/she doesn't play favorites, treating all women like they are royalty.

Sir/Dame Andre de Montbard: Sir/Dame Andre sings the tales of the knights, even if they wish she/he didn't. Sir/Dame Andre believes that there is nothing wrong with embellishing the tale to enhance his/her song.

Sir/Dame Geoffrey/Gillian Bison: This knight doesn't go looking for a fight, but because of everyone challenging him/her because of his/her size, he/she has turned into a very accomplished

brawler.

Sir/Dame Gilbert/Gilda de Lacy: Sir/Dame Gilbert/Gilda is very prissy, caring more about his/her appearance than almost everything except his/her oath to the Knights Templar. Discussions about the newest fashion can easily distract him/her.

Sir Godfrey of Saint Omer: Sir Godfrey is the religious heart of the Knights Templar. He spends his days blessing everything. And we do mean everything.

Sir/Dame Gondamer/Gwendolyn: Sibling of Sir/Dame Rossal/Rosa, the two have a serious case of sibling rivalry, but are quick to defend each other when necessary. He and his brother are evenly matched, so the knightly feats always end up in a tie.

Laird/Lady Lachlan/Larissa Maclean, Baron of Ak'ham: Owner of one cubic meter of the Scottish Lowlands, Lachlan/Larissa is incredibly proud and protective of his/her land. Seeing all visitors as potential invaders, Lachlan/Larissa joined up with the Templars in hopes of expanding his/her land claim. He/she has a bit of a napoleonic complex, and is constantly planting his/her flag to try and add to their collection.

Sir/Dame Rossal/Rosa: Sibling of Sir/Dame Gondamer/Gwendolyn, the two have a serious case of sibling rivalry but are quick to defend each other when necessary. Rossal tends to be the one to challenge his/her brother to knightly feats of daring.

Sir/Dame Thomas/Thomasina Berard: The peacekeeper among the Knights Templars, believing in talking problems out. He/she has become such a good negotiator that King Richard uses him/her to convince the nobles to keep funding the Crusade.

Sir/Dame William/Willow de Ferrari, 3rd Earl of Derby: Ferrari likes to go fast; after all, why walk when he/she can run, and why run when he/she can ride? He/she is always looking for a faster horse.

Sir/Dame William/Willamina Marshall (The Marshall): An honorable and stately knight, but because he/she once unhorsed then Prince Richard (and is the only person to ever do so) he/she feels the King should take his/her advice over his/her other advisors in matters of war and fighting.

THE BLACK SIDE

John's Court

A more rotten and villainous group of “nobles” would be hard to find. Hangers-on, power seekers, and mealy mouthed cowards make up the group that John calls “friends,” always looking out for numero uno and eager to rub salt in anyone else’s wounds, they shouldn’t be trusted. With anything. Ever.

Chief Justicar Claude Frollo: Claude Frollo is a deeply religious man who tries to convince the people that his evil deeds are justified because they are God’s will. He is an atrocious, cruel, prejudiced, sinister, vicious and cold government official who uses his place in power to meet his own extreme ends. *Claude Frollo longed to purge the world of vice and sin. And he saw corruption everywhere, except within.*

Cedric/Cerdwyn of Rotherwood: Ivanhoe’s father/mother. Zealous about restoring Saxon independence. He/she disinherited his/her son for following Richard and is eager to get an opportunity to prove he/she was right to support John instead.

Lord/Lady Waldemar/Wilma Fitzurse: Prince John's chief advisor. While he/she has no great love for the prince, she/he has tied his/her political aspirations to John's success. Fitzurse is a cool, calculating, and treacherous power-seeker, who often reacts calmly to news that makes John panic.

Phillip/Phillipa Malvoisin: He/she is a Norman noble allied with Prince John. His/her terrifying and unyielding presence looms large over the weaker characters.

Robert of St. Albans: A Templar Knight who converted to Islam. Robert's conversion caused significant dismay among the Christians and sparked ill-will toward the Knights Templar in general.

Sir/Dame Brian/Brianna de Bois-Guilbert: He/she is a formidable fighter, but he/she is a weak moralist and often lets his/her temptations take control of him/her.

Sir/Dame Maurice de Bracy: A brave Knight who has a tendency to get angry at every situation, but in a desire to maintain his/her vows to the Order, the anger always comes across more humorous than anything else. Think Yosemite Sam or Ned Flanders.

Sir/Dame Reginald/Regina Front-de-Boeuf: A cruel and terrible noble, guilty of killing his/her own father. While the other Knights are catching ladies, Front-de-Boeuf is looking for people to torture in his/her dungeon. The most terrifying of the Knights because he/she seems to have no human connections and no morals.

Guards

The men and women of the Guard serve the Sheriff of Nottingham loyally; more or less. Not necessarily the sharpest swords in the armory, they have found a place in the guard that provides them with three meals a day and a free day once a month. It may not be much, but it's better than running 'round the forest or trying to eke out a living on the scraps the nobility leaves behind.

Corporal Swires: Not the most intelligent of the Guards, every mission he/she has been in charge of has been a failure. Often makes suggestions like "Can we swim there?" after another has said it's too far to walk, he/she hasn't many good ideas, but is always trying to contribute for the sake of being a team player.

Corporal Favian: Favian had been organizing meetings, trying to rouse the citizens, and complaining about the Guard treating them unfairly. When she/he complained to the Sheriff, Favian was offered a position in the Watch so that he/she might give insights on how matters could be better handled. She/he then quickly became the main source of complaints made to the Sheriff by citizens, and has quickly become jaded in the role.

Corporal Gramalkyn: A weasely little man/woman. In his/her desperation to avoid a shouting-at, he/she throws others to the wolves. He/she gets a substantial income from accepting bribes and demanding "protection money."

Corporal Hadrian: The first, and only, member of the forensics department of the Nottingham Guards. Originally trained as an alchemist, Hadrian had to leave the Alchemists' Guild to join the watch after an incident involving a small explosion and the head of the Guild. Relies heavily on science to solve the problems that often arise in the guard's quest to capture Robin Hood.

Corporal Peyton: Peyton has been a corporal in the guards for quite a while, and is quite determined to stay at that rank. He/she is unusually perceptive about being used by authority and knows all about why not to volunteer, no matter how many incentives are offered. Lacking the maliciousness, stupid bravery, or hubris of genuinely unsavory characters, Corporal Peyton ain't half bad, and she/he looks after his/her mates, but he/she looks after themselves first and foremost.

Corporal Wilkins: Seldom knowingly nice or kind, Wilkins is an old-school guard who believes that power should be used, and likes nothing better than throwing the local peasants in jail and enjoys her/himself immensely when he/she gets to fight.

Lieutenant Cartwright: Personal aide to the Sheriff of Nottingham, Cartwright is a quiet, studious person, ever adept at performing whatever task the Sheriff requires. He/she is an excellent clerk, and cannot abide such malpractices as deliberate misfiling or failure to fill out all required reports.

Sergeant Shuffy: A long-time member of the guards, serving most of that time as sergeant. Currently the most senior member of the guards, he/she finds that being sergeant was the role he/she was born to fill. He doesn't like to chase criminals or rush into the fracas, because no good comes from dying on duty. Instead, he/she spends most of his/her patrol time

guarding large stationary objects. Thanks to this policy, almost none of the town's major landmarks have ever been stolen.

Sergeant Detritus: Has a big voice and can shout until the suspect/prisoner confesses without knowing what it is that he/she is supposed to confess to. He/she is also the main drill sergeant training new recruits, as the Nottingham Guard grows. Detritus is sometimes described as being as over-protective as a mother hen to the recruits.

Teutonic Knights

These holy warriors have journeyed from Austria at the behest of Pope Innocent III to secure the Divine Right of King John to rule England. These knights have been (sent as a gift for Princess Joan/sent as reinforcements for Sir Guy) and are given permission to treat the rebel Englishmen no differently than other heretics.

Brother/Sister Knight Backpfeifengesicht: Preferring to go unarmed, or just go into battle with a shield, Backpfeifengesicht is a firm believer in the idea that 'Some heretics just need a solid backhand to the face to set them right'. Though, considering such treatment tends to leave said heretics unable to beg for forgiveness, some amongst the Teutonic Order question Backpfeifengesicht's beliefs.

Brother/Sister Knight Dreikäsehoch: Said to have a temper no longer than three cheeses high, Dreikäsehoch does everything by short measures: eat, sleep, get angry, forgive—there is nothing about this knight that lasts long.

Brother/Sister Knight Erklärungsnot: Erklärungsnot is the type to do many things by half measures—and have no excuse for why they did such a thing. It is always after being reprimanded and being left alone for a moment or two that a reasonable explanation finally comes to mind: far little too late.

Brother/Sister Knight Fernweh: The medic of the company of knights, Fernweh believes the grass is always greener...somewhere, anywhere, else. Whenever a fellow knight is injured, Fernweh devolves into a soliloquy of how if they were anywhere but here this never would have happened. It has become well-known to the other knights that no matter where they are Fernweh just wants to be somewhere else: though it seems to be doubly true whenever they return home to Austria and Fernweh's family finds out. The lamentations of being here and not somewhere else are the loudest at those moments.

Brother/Sister Knight Fremdschämen: Schadenfreude's aunt's uncle's cousin four times removed, Fremdschämen is nothing like the Komtur. Where Schadenfreude laughs at the pain of others, Fremdschämen can only sympathize and feel pity for them. Too many times has Treppenwitz fallen which provoked laughter from Schadenfreude and provoked Fremdschämen to feel nauseous with sympathetic embarrassment...making Schadenfreude laugh all the harder.

Brother/Sister Knight Sitzfleisch: Able to withstand the most boring of times, Sitzfleisch has weathered bureaucratic storms with the best of them. An up-jumped Quartermaster for Schadenfreude, Sitzfleisch not only knows all the necessary legal loopholes to procure and

commandeer what is required, but knows all the necessary legalese to have literally bored pagans to death.

Brother/Sister Knight Weichei: An odd sight amongst such a renowned order, Weichei is a bit of a coward. This is not to say that they have never successfully won a fight, just that they seem to win more in spite of their cowardice than because of any martial skill. During one battle, Weichei fled from two enemies and narrowly missed tripping into a moat—the two enemies, however, did not—earning Weichei a promotion, as one of the enemies had been the leader of the heretic army. Since then, numerous accidental victories have seen Weichei promoted further and further into the frontlines, when they only wanted to be an accountant.

Brother/Sister Knight Zugenbrecher: Zugenbrecher is the personal information gatherer of Schadenfreude—renowned for use of Draconian ways that involve the twisting of tongues to get even the most reticent of heretics to speak. Zugenbrecher's most feared tactic involves a young girl named Sally and the mystery of the three shells

Brother/Sister Knight-Sergeant Treppenwitz): Typically, the butt of all of Schadenfreude's amusement, Treppenwitz has the misfortune to be particularly clumsy for one of such an austere and renowned Order. Living in constant fear of stairs - “My mortal enemy and a weapon of heresy”, as Treppenwitz claims—there has been more than one heretic who escaped the righteous punishment of the Church by climbing onto a stepladder and refusing to come down.

Komtur Schadenfreude: Taking delight in the failures of others, Komtur Schadenfreude is always ready to encourage others to do their best, to reach for the stars, to strive for their dreams... because it's always much funnier when they fail. Schadenfreude embodies the ideals of the Teutonic Order: strength, perseverance, and undying loyalty to the Emprah.

CHARACTER DEVELOPMENT

During rehearsals, the Character Development Team will collaborate with the Fight Choreographers to make the fights as dynamic as possible. This will be done by insuring reactions are clear and appropriate and by adding characterizations as necessary.

The City hires us to provide characters on and off the Chessboard, as such, a strong emphasis will be placed on street work. Streets scenes should be something fun that everyone should feel comfortable doing. To accomplish this, we plan to hold weekly Character Development sessions that will consist of improv games, team building exercises, accent training, etc.

As an example of the street work we want to see:

The Sheriff and a Guard pass each other on the street:
Guard: Sheriff, what's to be done with the captured Merry Men?
Sheriff: We shall make examples of them on the Chessboard at 4:00. The Merry Men will hang!
Guard: Excellent plan my liege
Sheriff: Now grovel for your insolence
Guard: As you wish

This provides an excellent chance to show the audience a basic plot point, without making the actors feel like they need to have a 5-minute-long scripted scene.

Street Scene Ideas

Customs Agents (Guards + Patrons/Cast): The Sheriff's guards have decided to tax people on the go – setting up impromptu checkpoints. Here, they hassle people demanding if they have something to declare: and politely correcting them that they mean goods, not any comments about the current political environment, romantic interests, or deep-seated secrets that they have been struggling to keep quiet about.

Recruitment (Guards + Patrons): The numbers for the Nottingham Garrison have gotten frightfully low between Robin Hood and the Sheriff's anger at not capturing Robin Hood. Because of this the guards have taken it on themselves to gather up some of their comrade's old tabards and see if they can sucker, er, strum the strings of patriotism to recruit and fill up their ranks. Sadly, they didn't go about mending the numerous holes in the tabards or cleaning the conspicuous stains from them.

Ticketing (Guards/Sheriff + Patrons): Crime never sleeps, though the guards wished it did. Armed with their terrifying ticket books and an apathetic attitude, they march through the streets and find the smallest infractions to fine. Granted, a signature from the Sheriff could see the person free without having to pay – as long as they don't support Robin Hood.

Successful Hunt (Guards, Sheriff, Robin Hood, and Merry Men + Possible Patron Interaction): Riding high off her capture of the Merry Men, the Sheriff has decided to share her joy by perpetuating the misery of the commoners – and what better way than to parade a Merry Man through the streets of Hoggetowne! Reasoning that one Merry Man is less dangerous than two or more, she confidently has her guards keep an eye on them: a mistake, as the Merry Men seek ways to have the good people of Hoggetowne to help free them from their chains... or maybe, momentarily, take their place.

Teutonic and Templar Rivalry (Teutonic Knights, Knights Templar + Patrons): Though typical for knights to take a favor from another, in this case the two sides have flipped it on their head: they want to see who amongst them can have the most favors accepted and present during their battles at the chessboard; bragging rights are on the line, and isn't that more important than something silly like *reasonable taxes* and *usurpation of divine right*?

Championship (Teutonic Knights, Knights Templar + Patrons): Knights need a cause to fight for – despite just cause – and have sought out members of their respective sides to champion. “My glory is your glory” is their byline, followed quietly by “My loss is also your fault”.

Give to the Poor (Merry Men + Patrons): Despite John's victory, the Merry Men still have quite a bit of his coin tucked away. To prove this new 'King' has no power, they're going to continue doing what they always do: giving back to those who were stolen from by returning John's riches to Hoggetowne's people.

Peasant Hunts (John's Court + Various): It's that time of year again, peasants are being annoying, getting uppity, and needing to be reminded that their life is one of misery and squalor (the irony is lost on John and his court). The Peasant Hunts are a fun and relaxed way for John and his court to cavort and remind the peasants who truly calls the shots.

Queenie (The Spy): Bit with the clue game, Queenie would have the patron tell her a secret of theirs to receive a clue.

Laird/Lady Lachlan/Larissa Maclean: Has small flags and “claims” different parts of the faire, including places, encampment parts, and cast members even as part of his/her “expanding territory.”

Hattie (Haberdasher): Measuring cast/patrons heads, and scolding/providing cast members/patrons with head cover. Mad Hatter jokes.

Nuns: When people greet them as “Sisters” they wonder how they know they are related.

CAST MORALE

Having noticed in the past how morale can sometimes dip and rise during a production, we have come together to decide upon a course of events to try and prevent these fluctuations in morale. There will be full cast days that are, essentially, “track and field” days where we'll have various activities set-up to bring the cast together, as well as bringing the individual factions within our cast together. Some ideas have been another Defenders of the Crown Tournament, which went over quite well two years prior, as well as a live Hungry Hungry Hippos game.

Faire season can be highly stressful for everyone involved – so having these days where people come in to relax and play team-building games is there just to give the cast a breather. They don't have to worry about their fight, they don't have to worry about running the boards, they can just come in and have fun doing silly games.

More than this, we also want to push an investment in the Gilde to make people care about everything as if it was their own. To advance this initiative we are going to promote trash pick-up of our area each day, after we run through training and scenes, to keep the Y clean: even if it isn't our garbage left behind, we want to give back to the Y as best we can for the numerous services it provides us. In addition to that, each weekend 6 people (should all 6 factions be filled) will be responsible for cleaning and putting away weapons. This will hopefully incline people to take better care of our property moving forward and get them invested them in Gilde, while also teaching a better understanding of maintenance when it comes to weapons should they one day purchase their own sword.

SCHEDULE

Auditions Day 1

Sat 9/9/2017
9:00 AM - 2:00 PM
YMCA

Auditions Day 2

Sun 9/10/2017
9:00 AM - 2:00 PM
YMCA

Introductory Meeting

Sat 9/16/2017
9:00 AM - 11:30 PM
YMCA

Week 1 Training

Sat 9/16/2017
11:30 AM - 3:00 PM
YMCA

Cast Welcome Party

Sat 9/16/2017
6:00 PM - 9:00 PM
TBD

Week 1 Training

Sun 9/17/2017
9:00 AM - 3:00 PM
YMCA

Week 2 Training

Sat 9/23/2017
9:00 AM - 3:00 PM
YMCA

Week 2 Training

Sun 9/24/2017
9:00 AM - 3:00 PM
YMCA

Week 3 Training

Sat 9/30/2017
9:00 AM - 3:00 PM
YMCA

Cast Event: Movie Night

Sat 9/30/2017
9:00 AM - 9:00 PM
TBD

Week 3 Training

Sun 10/1/2017
9:00 AM - 3:00 PM
YMCA

Week 4 Training

Sat 10/7/2017
9:00 AM - 3:00 PM
YMCA

Week 4 Training

Sun 10/8/2017
9:00 AM - 3:00 PM
YMCA

Week 5 Training

Sat 10/14/2017
9:00 AM - 3:00 PM
YMCA

Cast Event: Colored Water Balloon Tag

Sat 10/14/2017
9:00 AM - 9:00 PM
TBD

Week 5 Training

Sun 10/15/2017
9:00 AM - 3:00 PM
YMCA

Week 6 Training

Sat 10/21/2017
9:00 AM - 3:00 PM
YMCA

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Week 6 Training	Sun 10/22/2017 9:00 AM - 3:00 PM YMCA
Week 7 Training	Sat 10/28/2017 9:00 AM - 3:00 PM O'leno
Cast Retreat	Sat 10/28/2017 5:00 PM - 10:00 PM O'leno
Training: Week 7	Sun 10/29/2017 9:00 AM - 3:00 PM O'leno
First Rehearsal: Character Work and Fight Choreography	Sat 11/4/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Fight Choreography Costume Designs Approved	Sun 11/5/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Fight Choreography	Sat 11/11/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Character Work and Fight Choreography Fights Written	Sun 11/12/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Character Work and Fight Choreography	Sat 11/18/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Fight Choreography Fabric/Materials Approved	Sun 11/19/2017 9:00 AM - 1:00 PM YMCA
Cast Field Day - Optional	Sat 11/25/2017 11:00 AM - 3:00 PM TBD
Thanksgiving: No Rehearsal	Sun 11/26/2017
Rehearsal: Scenes, Character Work and Fight Choreography Melees Written	Sat 12/2/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Scenes and Fight Choreography Fights Off Book	Sun 12/3/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Scenes and Fight Choreography	Sat 12/9/2017 9:00 AM - 1:00 PM YMCA
Thieves Guild Holiday Party	Sat 12/9/2017 6:00 PM - 9:00 PM TBD
Rehearsal: Scenes, Character Work and Fight Choreography Fights at 1/2 Speed; Costumes at 50%	Sun 12/10/2017 9:00 AM - 1:00 PM YMCA
Rehearsal: Scenes, Character Work and Fight Choreography	Sat 12/16/2017 9:00 AM - 1:00 PM YMCA

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Rehearsal: Scenes and Fight Choreography Fights at 3/4 Speed	Sun 12/17/2017 9:00 AM - 1:00 PM YMCA
Christmas Break: No Rehearsal	Sat 12/23/2017
Christmas Break: No Rehearsal	Sun 12/24/2017
Optional Rehearsal/Field Day	Sat 12/30/2017 9:00 AM - 1:00 PM
New Year's Eve: No Rehearsal	Sun 12/31/2017
Full Cast Rehearsal Costumes at 90%	Sat 1/6/2018 9:00 AM - 2:30 PM YMCA
Full Cast Rehearsal	Sun 1/7/2018 9:00 AM - 2:30 PM YMCA
Full Cast Rehearsal	Sat 1/13/2018 9:00 AM - 2:30 PM YMCA
Full Cast Rehearsal Fights at Full Speed; Costumes at 100%	Sun 1/14/2018 9:00 AM - 2:30 PM YMCA
SETUP: Unloading	Fri 1/19/2018 9:00 AM - 6:00 PM Faire Grounds
SETUP: Construction	Sat 1/20/2018 9:00 AM - 12:00 PM Faire Grounds
Lunch	Sat 1/20/2018 12:00 PM - 1:00 PM Faire Grounds
Rehearsal: Show Run Through	Sat 1/20/2018 1:00 PM - 4:00 PM Faire Grounds
Dress Rehearsal: Run through	Sun 1/21/2018 9:00 AM - 12:00 PM Faire Grounds
Dress Rehearsal: Pot Luck	Sun 1/21/2018 12:00 PM - 1:30 PM Faire Grounds
Dress Rehearsal: Run Fights	Sun 1/21/2018 1:30 PM - 2:00 PM Faire Grounds
Dress Rehearsal: City	Sun 1/21/2018 2:00 PM - 3:30 PM Faire Grounds
SETUP: Last Day	Fri 1/26/2018 9:00 AM - 6:00 PM Faire Grounds
FAIRE: Opening Day	Sat 1/27/2018 8:00 AM - 7:00 PM

FAIRE: First Sunday

Faire Grounds
Sun 1/28/2018
8:00 AM - 7:00 PM

FAIRE: Kid's Day

Faire Grounds
Fri 2/2/2018
7:00 AM - 4:00 PM

FAIRE: Second Saturday

Faire Grounds
Sat 2/3/2018
8:00 AM - 7:00 PM

FAIRE: Final Sunday

Faire Grounds
Sun 2/4/2018
8:00 AM - 9:00 PM

STRIKE: Loading

Faire Grounds
Mon 2/5/2018
9:00 AM - 6:00 PM
Faire Grounds

Each rehearsal day will be broken down into blocks of time designed to keep cast members engaged and working on improving their character work, fights and hopefully improving overall morale. Below are samples for how time will be allotted. An official time keeper has been designated to help ensure the schedule is followed.

Character Work Day	
Activity	Time
Stretches	10
Morning Announcements	5
Practice Fights 1	30
Team Building	30
Water Break 1	5
Setup for Scene	10
Run Scene 1	30
Water Break 2	5
Character Work	30
Water Break 3	5
Practice Fights 2	30
Water Break 4	5
Setup for Scene	10
Run Scene 2	30
Afternoon Announcements	5
	4

Fight Concentration Day	
Activity	Time
Stretches	10
Morning Announcements	5
Practice Fights 1-A	30
Water Break 1	5
Practice Fights 1-B	30
Water Break 2	5
Setup for Scene	5
Run Scene 1	30
Water Break 3	5
Practice Fights 2-A	30
Water Break 4	5
Practice Fights 2B	30
Water Break 5	5
Setup for Scene	5
Run Scene 2	30
Afternoon Announcements	10
	4

BUDGET

Costuming	\$400.00
Audience Favors (Trading Cards and Pennants)	\$200.00
Cast Appreciation Events	\$100.00
Faction Standards	\$100.00
Water Bearer Bottles	\$30.00
Tower Scaling Gear	\$150.00
Subtotal	\$980.00
Food Budget	\$1000.00
Total Hoggetowne Budget	\$1980.00

EXPLANATION OF ITEMS

Costuming

Costumes will not be provided for cast members, however, to ensure that costume pieces may be acquired and constructed in a timely manner, we will work with cast members to purchase materials for costumes in the event the cast member is not currently able to afford the item, but is willing to reimburse the Guilde for the expense or with the understanding that the piece will become part of the Guilde inventory.

Audience Favors

We will be creating fighter trading cards to hand out to audience members. We will include a QR code to the website on the cards in order to help advertise as well. We will also have the standard pennants that we have each year for faire and hand them out to audience members. We will be holding a cast crafting event so that each faction can decorate their pennants.

Faction Standards

We will have each faction create a standard/flag to carry during procession, and the factions that are fighting on that board will place the standard in holders on the wall to add a visual for the audience. The standards will be color-specific so they are easily recognizable.

Water Bearer Bottles

It was brought to our attention that the current set up for water distribution to fighters on the board can lead to the spreading of illness. To remedy this and help ensure the health of our fighters, we want to purchase smaller individual bottles that will be distributed on the board to fighters. These bottles will be washed between scenes and can be refilled at the board and redistributed. Fighters will also be encouraged to provide their own bottles.

Tower Scaling Gear

We want to add the means for a fighter to scale the tower. This will require reinforcing the tower walls and devising a block and tackle or repel-belay system. We are researching the best and safest method to do this.

TASK LIST

The task list provided by the DC has been assigned to various team members as shown in the following list. The team will work to be flexible to address any problems that might arise over the course of the show regarding the completion of tasks. If necessary, tasks may be reassigned. It is also possible that new tasks will be added; these will be handled to the best of our ability and assigned to whomever is the best fit. Everyone on the team is aware that we will need to work together to accomplish all of our goals and create a great show, and we are all willing to take on extra work as needed if it seems like any tasks are being missed, or if any other member becomes overwhelmed.

- 1. Creative development of the story and overall show presentation and look**
Candice, with input from the rest of the Production Team
- 2. Character creation**
The entire team has worked to create the characters
- 3. Write the script**
Candice, Milo, James, Kate, and Alex with assistance from whomever are cast as leads.
- 4. Run auditions**
The entire team will work to set up and run auditions, hopefully with the support of the Board of Directors.
- 5. Casting**
Final casting decisions will be made by Candice with input from the rest of the team.
- 6. Blocking scenes**
Candice, John, Milo, Alex, Kate, and James
- 7. Acting notes**
Candice, Alex, Kate, Milo, and James
- 8. Attending monthly Thieves Guild board meetings (to provide show updates)**
Candice, Echo
- 9. Communication with minor cast members' parents**
Candice
- 10. Dealing with cast member issues and problems**
Entire team, any serious issues will be directed to Candice, John, Milo, and James
- 11. Daily announcements at rehearsal**
James
- 12. Creating and developing rehearsal schedule**
The entire team has developed the schedule, changes will be added as necessary
- 13. Manage production team**
Candice
- 14. Rainday planning**
James
- 15. Setting deadlines**
Deadlines have been set by the people in charge of those areas
- 16. Work with recruitment officer on recruiting efforts for show**
Candice and Kate

17. **Turn in Director's Post-Show Review to the DC Chair**
Candice
18. **Hey Rube and Forsooth speech**
James and Milo
19. **Interactive theater lane work**
Alex and Kate
20. **Determine procession order**
James
21. **Appoint crowd musters and review cheers**
Milo, Kate, and Alex
22. **Making updates to scripts & chessboard(s)**
Sommer
23. **Collecting cast bios (either performer or character)**
Milo
24. **Stay with minors during rehearsal/show until guardian picks up**
The entire team will cover this responsibility; each day a member will be assigned.
25. **Work with parade coordinator to ensure cast participation**
To be decided if necessary
26. **Spot weaker fights**
John
27. **Melee**
John
28. **Write the chessboard(s)**
Candice, John, Milo, James, Alan, and Alex
29. **Brawl (optional)**
John, Alex, Alan, and Milo
30. **Pre-show fights (optional)**
John
31. **Informing individual fighters of fight cuts**
John
32. **Pot fights**
John, Alex, Alan, and Milo
33. **Pair fighters**
John, Milo, Alex, Alan, and Candice
34. **Assessing fight theatricality**
Each team member will evaluate fights and share their input with John and Candice
35. **Assessing fight technical execution**
John, Alex, Alan, and Milo
36. **Cutting fights**
John, Candice, Milo, Alan, and Alex
37. **Weapon allocation**
John

38. **Work with training team to ensure safety**
The entire team will work to ensure the safety of the cast and Thieves Guild property
39. **Videography**
Jon Akers, John Bollinger, Laurel Housden, and Huston Wells will be filming and taking photos throughout the faire season.
40. **Weapon check out**
James
41. **Run fighter auditions**
John, Alex, Alan, and Milo
42. **Scheduling fights**
John, Milo, Alex, Alan, and Candice
43. **Work with Board on Weapon purchases *optional***
James and Sommer
44. **Manage choreography team**
John
45. **Coordinate who clears bodies and weapons after fights**
James
46. **Weekly emails to cast**
Candice and Sommer
47. **Internal team communications**
Sommer
48. **Weekly production team meetings**
Candice and Sommer
49. **Communicating notes from meetings**
Milo and Sommer
50. **Advertising auditions**
Candice, the Producer, and the Board of Directors
51. **Reminder of deadlines**
James and Sommer
52. **Rainday communication**
James and Sommer
53. **Coordinate with Webmaster to keep information pertaining to the updates on the Thieves Guild Web/FB pages**
Echo
54. **Post a listing of performance schedules in backstage and encampment areas during performance days**
James
55. **Developing and printing forms needed for the show (i.e. audition forms, medical forms, etc.)**
Sommer and Kate
56. **Developing cast contact list**
Milo and Sommer
57. **Tracking waivers and med forms**

I believe this duty now falls on the Board of Directors, if not Echo will handle this

58. Turning in forms

Echo

59. Updating cast list

Sommer and Milo

60. Time keeper

James

61. Maintain attendance list

Each team member will be responsible for a faction

62. Create a Director's Binder (including attendance lists, scripts, schedules, contact information and any other material that may be needed by the production team)

Candice

63. Maintain Director's Box

Candice

64. Ensure updated copies are available both in hardcopy and electronic form.

Sommer

65. Type up prop list

James

66. Coordinate with the Tech Director to ensure all purchased items are included in the TG inventory

James

67. Keep cast members running on time during faire days

James will take lead, but each member of the team will remind cast of time constraints as necessary

68. Coordinate water bearers for scenes

James

69. Provide water for cast during show

James

70. Water at rehearsals

James

71. Tower - transport to faire and back to storage

Technical Director: Chris Rodd

72. Move set to rehearsal site/faire/storage

Technical Director: Chris Rodd

73. Coordination of set construction teams

James and Echo

74. Coordination of set strike/breakdown teams

James and Echo

75. Make side flags

This will be a field day activity, and will be worked on by all team members

76. Handling mics

Milo and James

77. **Coordinate final day breakdown/clean up**
Echo and James
78. **Setting props for scenes**
Milo
79. **Collecting props for overnight storage**
Milo
80. **Replacement of perishable props**
Milo
81. **Chessboard: painting, cleaning, maintaining**
James
82. **Coordinate with the TG Tech Director regarding the storage unit and any props being used in the production**
Milo and Technical Director: Chris Rodd
83. **Creating a budget expense report**
Sommer
84. **Tracking and submitting receipts along with budget report to Treasurer**
Sommer
85. **Developing costume vision in conjunction with Director's vision**
Sommer, Candice, Echo, and Aja
86. **Coordination of sewing bees**
Sommer, Candice, Echo, and Aja
87. **Coordination of JoAnn's trips**
Sommer, Candice, Echo, and Aja
88. **Managing costuming budget**
Sommer
89. **Tracking and submitting costuming receipts**
Sommer, Candice, Echo, and Aja
90. **Coordinating costuming team**
Sommer and Candice
91. **Acquiring accessories (i.e. chains, crowns, etc.)**
Sommer and James
92. **Tracking Gilde costumes**
Sommer
93. **Collecting Gilde pieces at close of show**
Sommer
94. **Washing of Gilde pieces before storage**
Sommer
95. **On site costume repair**
Sommer, Candice, Echo, and Aja
96. **Approving costumes**
Sommer and Candice
97. **Med kits available and up to date**
James

- 98. **Accident paperwork available (route for completion and signatures & turn into Coordinator of Training and Safety)**
John and Candice
- 99. **Coordinate hospital transportation**
John and Candice
- 100. **Applying medical attention (or ensure medic for each rehearsal)**
John Bauldree
- 101. **Work with safety team on injury drills**
John
- 102. **Maintain the safety of the stage, field and towers in respect to collecting weapons and props from the performance area and clearing the performance area of hazards before and after performances**
James and Milo