

# Robin Hood



1 Shot the Sheriff


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# Forward




Hello, and welcome to my proposal. I hope you enjoy what appears on these pages. A lot of time and effort from a lot of dedicated people has gone into making sure that this proposal is as good as it possibly can be, and I hope you will enjoy reading over it as much as we have enjoyed making it.

Anyway, with the formalities out of the way, I want to take a minute to talk to you about my show. What makes a good show? Is it the fights? Is it the characters? The plot? What time the bird lady decides to end her own show? I think to say that any one of these aspects is necessarily more important than any other is disingenuous to all the rest. Each of these components is critical. Each is in its own right a vital element of what makes a Thieves Guild Show special and unique. Without the others, each of them falls far short of the mark. Each one of these factors is a link in the chain, if one is weak, all the other suffers.

In my years in the Thieves Guild, I have found that, like so many other things in life, it is about balance. It is about ensuring that each of these vital components is the best it possibly can be and ensuring that they support each other and improve the show as a whole. But what ties them altogether in the first place? People.

In the end, it is people who make a good show. Not plots, or fights or characters. It always comes down to the people acting, fighting, writing and performing that make a show great. You can have the greatest story in the world, but without the people to realize that story it will only just be words on paper.



That is why I want this year's focus to be on people. Why I don't want group membership to end at a cast list and why I want to make sure that every voice is heard and everybody feels like they are equally a part of this group. But also, to ensure that the people who make our show the best it can be feel that they aren't just working to make someone else's idea come to life, but so they feel that they are part of building something new, something that they are as invested in making great as I am myself. If the show is a chain, made up of a half dozen individually critical links, it is people who make those links as strong as they can be.

And that is why I have built the team that I have. I have tried to make a team that I feel not only represents the many voices, ideas and people that we have in Guilde but one that can make sure that each of the links they are responsible for will be as strong as it could ever hope to be. Ranging from the vastly experienced, to the brand new, I feel that I have built a team who will be able to build something no one else can. Who will help all of us make a chain that will be as strong as Robin Hood is heroic.



# The Team

## Director-Brandon Cotter



Man, this guy. I don't know what I can say about this guy. He's got a lot of experience I guess, he's been an AD for three years running, and on a production team before that. So that's 4 straight years running the show, so I bet he's got a pretty good idea how to do it by now.



## Fight Choreographer- Nicholas P-name

You know him, you might not love him but by god you know he's good at what he does. With more than 20 years' experience doing living Chessboards, and as one of the best fight choreographers we've ever had, Nick brings a lot to the table. Now he's back.



## Costumer/AD/Budget Boss- Lindsey McIntosh



You love her, admit it, you know you do. She's the life of the party, and we're all jealous. Loud and proud and a damn good costumer to boot. Lindsey is a 3 year veteran of the Guild and has worked as a costumer and an AD before, and she was damn good at it.



## Stage Manager/AFC- Chris Rodd

Nobody works harder than him, and when it comes to fighting he sweeps every award there is to sweep, and he has the sword to prove it. With three years under his belt, and more than one production team, Chris is a hugely valuable asset to the Guild.



# The Team Cont.



## Production Assistant - Amber Scott

So this is Amber. Amber is pretty cool. Solid 8.5/10 on the Richter scale of coolness. This might only be her second year in Gilde, but she has already made quite the impression. Appearing as the lead at Jest Fest.

## Assistant Costumer- Kali Wolf

How do I even begin to explain Kali Wolf? I hear she once preformed burlesque for the pope. Shes been around juuuuust a little bit longer than I have, and she has a resume to prove it. She has been a lead, a fighter, and on more than one production team.



## Assistant Fight Choreographer- Miranda Lipsig

If we have a harder working fighter than Miranda I haven't met them. She has been around for years, and for the last couple she has been a corner stone of our chessboard fight line ups.



## Assistant Stage Manger- Sara Greenberg

Sara is so nice that shes basically a real life Disney princess. Even with four shows under her belt now, somehow she still manages to stay just as nice and hardworking as the day she first showed up.



## Assistant Stage Manager- Angela Bonacci

Oh man, Angela is just the coolest. She's so chill polar bears want to hang out with her. This will be her fourth year with the Gilde and she is ready to throw that super cool spirit behind a production team.





# The Team Cont.



## Production Assistant - Jenna White

This is Jenna, Jenna is really cool. Everybody really likes Jenna. Last year Jenna was awesome, this year Jenna is also going to be awesome. But this year Jenna is going to be awesome on a production team

## Fight Consultant- "Miami" Robb Rowland

You probably don't know Robb, but trust me he's awesome. He's from Miami, is a great fighter and is just an all round cool guy. He also basically runs Camelot, so we're making friends in high places, or low places...because you know, Miami is south.



## Cool Facts

Cumulative Experience- 67 years (that's one entire retired person)


Total Number of Board Fights- 77 (if those were years that would be an entire dead person)

Number of times Nick made someone cry- 0 (he's nice now)

Superman VS. Goku- Goku

Pineapple on pizza?- We're not savages

# Team Structure



**M**y Intention in organizing my team was to create an environment where minimal oversight is needed and where each team can function, and excel, individually to the best of their abilities. To this end I have divided my team into four broad “teams” which are each responsible for their own separate aspect of the show. These are

*The Directors Team*

*The Fight Team*

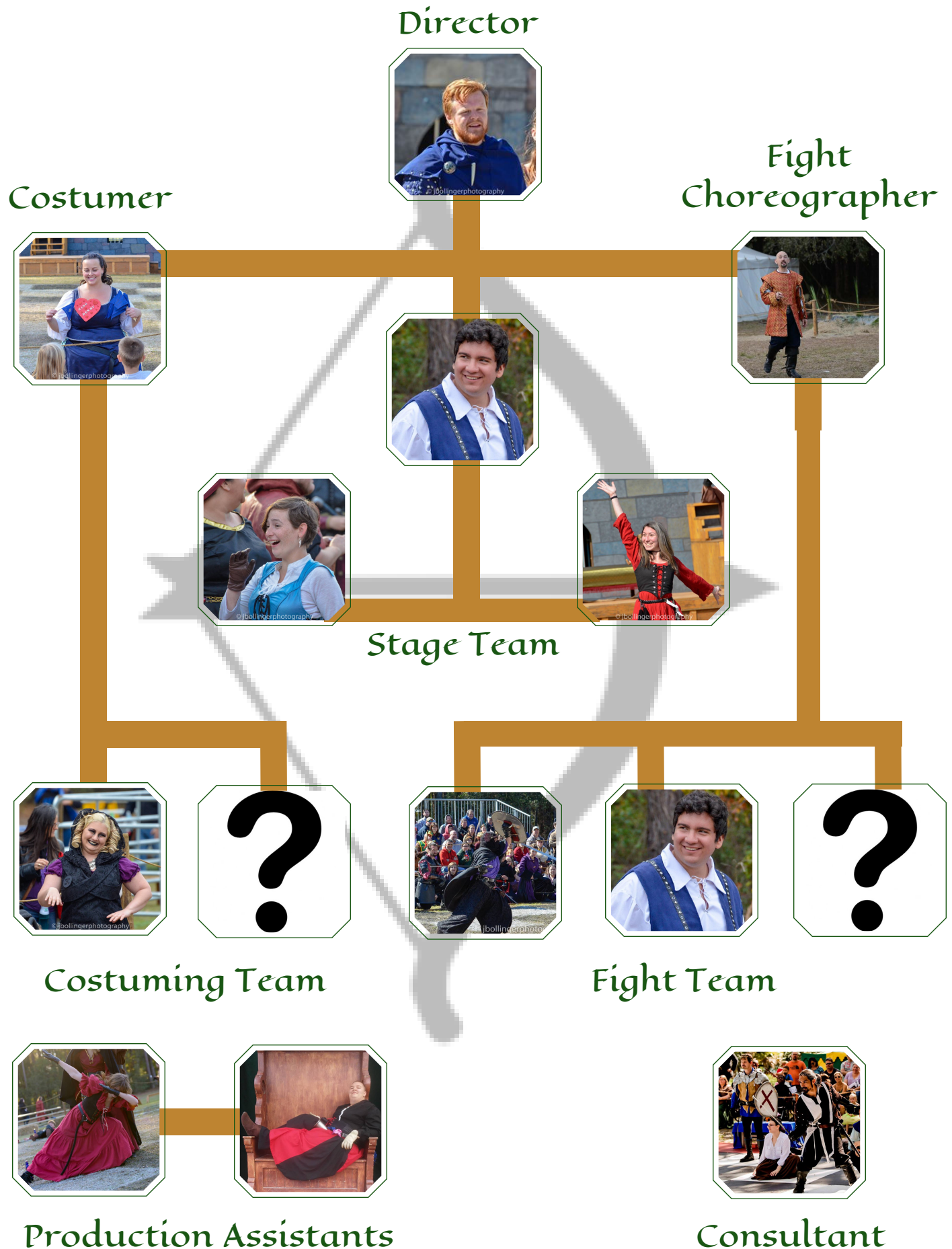
*The Costuming Team*

*The Stage Team*


The idea behind the separation was to ensure each of the equally critical aspects of the show were receiving the dedicated attention that they deserve, as well to minimize the amount of oversight needed for each team to function effectively. By subdividing the team I hope that each will be able to dedicate and direct their respective energies towards ensuring that they're respective part the show is as strong as it can be without the need for gratuitous micromanaging. **For more information on the teams and their duties please see Appendix A: Teams and Duties**



# Team Structure




# Opening Gate



The scene opens with Robin Hood and Marian with their merry men on the ground in front of the gate. They greet and welcome patrons to the festival and talk about how excited they are to see the famous Hoggetowne Faire. Then, because there is a god and he loves music, they sing a rousing ballad about the wonderful festival.

As the song finishes, the Sheriff leaps up from where he is hiding on the gate and announces that he has followed Robin here, to the edge of the civilized world, only 4 hours from the pit of barbarism known as Tallahassee. Marian comments that his obsession with Robin is weird. The sheriff then proceeds to list the reasons he wants to arrest Robin Hood, unfurling a great big scroll full of his crimes and then begins to read them. The charges start off serious, tax evasion, poaching, theft and then morph into the ridiculous, ruining my Sunday bath, destroying my cousins wedding, global warming, a trump presidency.

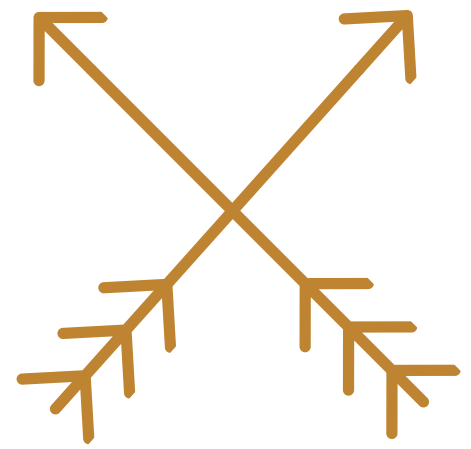
Robin and Marian protest the charges, especially Robin, who insists he's not rich enough to vote republican. The Sheriff, because hes the sheriff, declares that he doesn't care and calls for his guards to arrest Robin Hood. Marian protests that this cant possibly be legal, to which the Sheriff declares he is the law. Marian



argues that they're not in Nottingham, so he is clearly out of his jurisdiction. She goes on to threaten that if he insists on continuing his violation of Hoggetwone law, she will be forced to inform the king of Hoggetowne, and the Sheriff will be the one in jail.


Defeated by a legal loophole, the sheriff does what he does best...throw a fit. He declares that even if he can't arrest Robin Hood, he will at least ruin his vacation. He immediately orders his guards to go about doing things to ruin Robin's vacation. Destroy the shade, take all the sunblock, pour out all the beer!

Angry at the Sheriff's utter disregard for the sanctity of the alehouse, Robin and Marian challenge him to a game of chess. If they win, the Sheriff will return to Nottingham and patiently wait for them to get back before he tries to arrest Robin, if the Sheriff wins, he can have Robin extradited back to Nottingham. The Sheriff accepts. Both parties depart to prepare for the chess game, and turn things over to the Hoggetowne guards.



# First Board

## There's a New Sheriff in Town



The Sheriff and Robin arrive on the board, where they have set up a chessboard on stage for their game. You didn't think they meant battle chess did you? They are gentlemen, not savages. Robin immediately begins interacting with the audience. Telling them about how the Sheriff followed him on his vacation, which is a little weird. The Sheriff interrupts, claiming that its not weird and that he was only doing his duty as the Sheriff of Nottingham. The Sheriff begins to say that no crime will go unpunished as long as he is... Before the Sheriff is finished he is interrupted by a fanfare of trumpets, and a third party storms the field. A melee ensues, as a new character takes the stage.

### Melee

When Robin Hood demands for him to identify himself, the stranger announces that he is the Sheriff of Nottingham. The old Sheriff, assures him that this is a mistake, since he is the Sheriff of Nottingham. Perhaps this new guy meant to say he was the Sheriff of Kottingwam, an easy mistake. The New Sheriff produces a letter from Prince John, that says that because of his

repeated and comical series of failures, the Sheriff of Nottingham is being replaced. The Sheriff is hereby stripped of all titles and privileges associated with his rank and further more, the old sheriff shall hence forth be referred to only by his given name, Melvin.

Melvin tries to protest, saying that this can't be right. The new Sheriff says it only took him so long because he had to find Melvin after he followed Robin on vacation, which is super weird. Robin protests that he can't replace the Sheriff, his job would be so much harder if there was actually someone competent in charge of Nottingham. He challenges the new Sheriff to a game of chess, since they were going to do that anyway. He and...Melvin, against the new Sheriff, to decide who truly gets to be the Sheriff of Nottingham. If Robin wins, Melvin gets to keep doing a terrible job at being Sheriff. If the new guy wins, then Robin will allow himself to be arrested. The new Sheriff accepts, but he has a condition... he will only play battle chess and he smashes the chessboard on stage. Affronted, Robin accepts. The New Sheriff takes over the black side, and both sides prepare for the game.

## Chess Happens

During the chess game Robin and Melvin are arguing incessantly, each insisting that they are the one with the better strategy. Meanwhile, the the new Sheriff is mocking them for their incompetence, while taking piece after piece. However, in the end he is put in check and Robin reveals it was his plan all along and

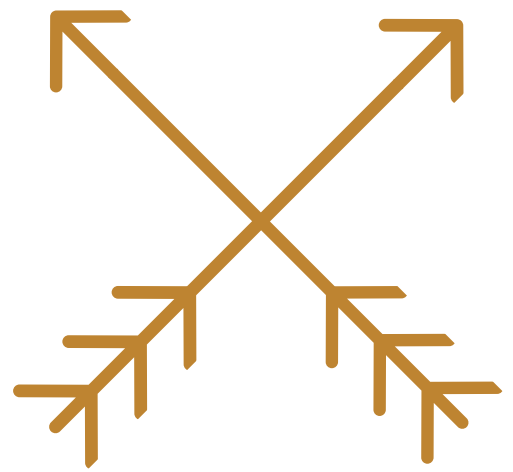


the Sheriff fell into his trap, a trap Melvin insists he totally knew about all along. In a rage, the new Sheriff charges Melvin and Robin, and a ferocious fight follows, with Robin and the new Sheriff attempting to hold an epic confrontation while Melvin "helps."

## Final Fight

The final fight ends with Robin and Melvin victorious and the new Sheriff defeated. Robin announces that he misjudged Melvin; perhaps he is not so bad after all, even though it's still super weird he followed him on vacation, maybe they can even be friends.


In honor of their victory, and their new friendship, Robin and the Sheriff agree to hold a special celebration at the next board. The sheriff turns to the audience, and claims that it will be an event Robin never forgets, before laughing manically. At which point Robin says that if they're going to be friends, the Sheriff will need to stop doing weird stuff like that. The audience laughs, and the board ends.





# Tournament Board

## A Trap, A Cage and A Rescue



The board opens with Robin and the Sheriff, restored to his former title, arriving on the board to find that there is a small store set up on stage with a sign out front that says "Free Green Tights." Robin is obviously excited, and even though he is suitably cautious, because normally Green Tights only go on sale right after Halloween, his new friend the Sheriff encourages him to enter. As soon as Robin enters the "store" the Sheriff laughs, slamming the door and facade falls away, to reveal that it was the cage all along. The Sheriff gloats that he has finally captured the infamous Robin Hood. But, although the Sheriff may have captured Robin, he has forgotten about Marian. Leading the Merry men, Marian storms the field attacking the Sheriff's men and trying to rescue Robin Hood.

*Another Melee  
Because I'm ambitious and  
Melees are cool*

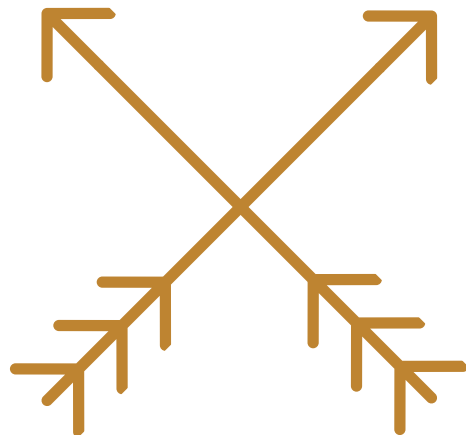
Although daring, Marian's attempt at rescuing Robin Hood ultimately fails, and Robin remains the Sheriff's unwilling captive.

Marian does however, manage to capture the Sheriff himself. With the Sheriff captured, the black side is left in the capable hands of his lovely...ish wife, the lady Katherine. Although lady Katherine thinks her husband is an idiot, she admits that she needs to keep him around because of a really lousy prenup, and demands Marian returns him at once. Marian refuses, and says that the only way she'll return the Sheriff is if Katherine agrees to fight her in a tournament of champions. If Marian wins, Robin will be released and if Katherine wins, Marian will release the Sheriff and she can keep Robin too. Katherine agrees, and the tournament commences. Each fighter is instructed to place a token into a chest for their side (two chests, one for black side one for white side) and the combatants in each fight are determined by drawing a token from each chest. Throughout the tournament the lady Katherine is showing her true colors by encouraging the black side to cheat and by being a generally villainous villain. Meanwhile, the Sheriff is shouting encouragement and loving platitudes to his wife, all of which she mocks him for. However, in the end, the white side is victorious and demands that Katherine returns Robin immediately. Katherine reluctantly agrees, and moves to the stage to apparently unlock Robin from his cage. However, when she reaches it, instead of pulling a key and unlocking the door, Katherine draws her sword and begins trying to kill Robin by stabbing through the bars. Robin manages to avoid the blows long enough for Marian to leap to his defense.

# Final Fight

Katherine and Marian face off in a one on one duel, each insisting that their followers not get involved. Katherine and Marian fight fiercely, but in the end Marian manages to defeat Katherine.

Marian takes the key from her defeated enemy and unlocks her lover from his cage. Robin instantly drops to his knees and thanks Marian for saving his life, saying he never released how much it sucked to be the damsel in distress before. Marian raises him to his feet and kisses him, ending the show as the Sheriff and Katherine are dragged off and thrown into the cage.



# The Sides

## *The White Side* (Green, White, and Brown)

The classic good guys, they are brave, noble and true. They fight for what is right and defend the weak and downtrodden. Made up of Robin Hood's Merry Men and the many friends of Sherwood Robin and Marion have amassed over there many heroic years.



## *The Black Side* (Black and Purple)

The Sheriff's men, they are generally wicked villainous folks. Their only concern is for themselves and how they can benefit from a situation. They are made up of the Sheriff's Guard and his large entourage.



## *The Other Black Side* (Black and Red)

The followers of the new Sheriff, they are mercenaries knights from every corner of Europe. Savage and brutal warriors, they are so evil they make the IRS look like the Girl Scouts.



## *Unaffiliated* (Decided by Casting)

They don't have a side yet. They'll fight for anyone. They just need to figure out which side they're on first. That happens at casting.

# Costume Notes

## *The White Side* (Green, White, and Brown)

The White side is an amalgamation of all of Robin's friends and loyal supporters. They aren't all Merry Men, and they aren't all peasants. For the most part the White Side will be dressed more humbly, in simple cuts and patterns that reflect their more rustic roots. However, some of the Friends of Sherwood might be dressed more nobly, with fine styles and fabrics to show off their status.



## *The Black Side* (Black and Purple)

The Black Side is mostly nobles or their hangers on, and as such they are dressed in the finest styles. The arrogant Black Siders are eager to show off their status by the finery of their clothes. Their fashion borders on the foppish, with fine patterns and majestic fabrics. Even the Sheriff's guards tend to be dressed more for show than battle.



## *The Other Black Side* (Black and Red)

The New Sheriff's men are a rough and tumble bunch of mercenary knights, and they dress for war. Their fashion is steel and leather. They have a distinct military look, wearing armor and military style clothing even when they aren't expecting battle.



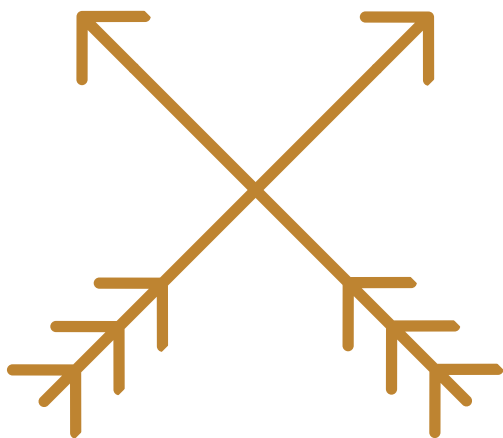
For more information, please see Appendix B: Costumes

# White Side Characters

## Leads

### Robin Hood (White side Male Lead)

The legend himself, the Green Ghost, the Hero of Sherwood, Defender of the Common Man, the greatest hero in all of England. Robin Hood is intimately aware of his own fame and legend, and yeah Robin can be a bit bloated with his own ego. But, at the end of the day he is still the good guy, and he never lets his own ego get in the way of doing the right thing. Robin is a daring and fearless adventurer. His name has become synonymous with charm and heroism. He may not be the sharpest tool in the shed, but what he lacks in smarts he makes up for in charisma, talent and daring-do. He is always ready to help out the little guy, defend a friend, tackle a villain, or flirt with a beautiful maiden.



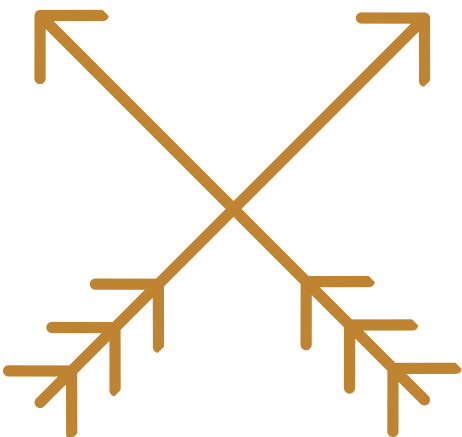


# White Side Characters

## Leads

### Maid Marian (White side Female Lead)

A distant cousin to the King of England, Marian is far from a pampered blue-blood. She is every bit the hero and warrior that Robin is, with a fair bit more smarts thrown in as well. Marian is a force to be reckoned with. Unlike Robin Hood, and although she is really no less famous, or heroic, Marian lacks Robin's somewhat bloated ego. Kind, generous, brave and a skilled warrior, Marian is the first to stand up for an injustice, and is more often than not the real brains behind Robin's many heroic schemes. She loves Robin, and although she finds his flirtatious nature taxing, she knows that he will always remain loyal and she returns that favor.



# White Side Characters

## The Merry Men

### Little John

Robin Hood's right hand man, Little John is the brawn to Robin's charm. Big, loud and proud Little John is a force to be reckoned with on and off the battlefield and will support Robin Hood in everything he does.

### Will Scarlett

Robin's nephew, if anything Will Scarlett is even more flirtatious and charming than Robin. Or, at least he thinks he is. And he is always trying to flirt with anyone who he thinks will listen, often badly. Even if he might not be quite as charming or witty as his uncle, Will is still a loyal friend, a burgeoning hero, and a fine warrior.

### Allan/Alice of Dale

Allan of Dale is a great warrior, and a daring companion and good friend to Robin Hood. But he hates his name. He feels that a hero as great as he deserves a name more suitable to his great stature. Like Allan Swiftblade, or Allan the Mighty, or Allan the fantastic-haired. Something humble like that. He is constantly going around trying to get people to give him a suitably heroic name.

### Friar Tuck

A somewhat lapsed Monk, the Friar is still a good man. Friar Tuck is one of Robin's closest friends and advisors. He is a wise and knowledgeable man, when he wants to be. But usually he is content to laugh, whether it be while fighting or feasting and he does both with equal relish.

## David/Dana of Doncaster

A bit of a worry wart, David is the first to point out that things for the Merry men might not work out quite the way they want them to. He is usually the voice of caution, especially when Robin or Marion's more restrained voices aren't present. He has stopped the merry men from doing more than one stupid thing.

## Will/Wilma Stutely

A would be bard, Will believes that Robin deserves a ballad worthy of his great heroism. He is constantly following Robin around narrating everything he does, trying to word it in the most heroic way possible so that he can use it later when he pens his epic tale. Occasionally, he will take a break to narrate other people's lives, so he can get a feel for the "common man".

## Lawrence/Lauren the Easterner

Lawrence is from the strange and exotic east, Kent. The other Merry Men are slightly in awe of his exotic origins and treat him with a mystified respect. Lawrence insists that he's only from Kent, it's part of the same country, there's nothing exotic about it. The other Merry Men take this as humility and him trying to safeguard the secrets of the East, and they are constantly asking Lawrence to use his eastern arts to solve their problems. Lawrence has largely given in at this point and will usually just mumble some nonsense so that they think he tried to help.

## Thomas/Tessa of Lincoln

Thomas is a brand-spanking new addition to the Merry Men, and he is eager to prove himself. He is chomping at the bit to earn the respect of the others and will always be the first to suggest that they attempt some daring feat, even for the most mundane task. He tries to turn everything into an epic adventure.

# Friends of Sherwood

## Lady Kaitlynn

More of Marion's Merry Woman than one of Robin's Merry Men, she never the less hangs out with the other Merry Men. Kaitlynn is a childhood friend of Marion, and perhaps her most loyal friend. She is also a great warrior and has made herself Marion's official, unofficial bodyguard. She is totally loyal to Marion, and dedicated to ensuring her safety. She can sometimes be found accompanying Marion to make sure that she is safe at all times. Something that annoys Robin greatly.

## Sir. Ivanhoe

Technically not a Merry Man, Ivanhoe is an old friend of Robin's, from his crusading days. He is the quintessential white knight, brave, just, a great warrior and ever so slightly hotheaded. Like Robin he has a pretty healthy understanding of his own heroism and can often be found comparing stories of his daring deeds with Robin and the other Merry Men.

## Lady Rowena

Ivanhoe's lover, Rowena is a tough no nonsense kind of woman. She is not afraid to reign in her lover's more extreme flirtations or outrageous stories. Always reminding everyone what the real story behind his heroic adventures is. Despite this, she loves Ivanhoe deeply, and will fight to defend him or help him, something she does admirably well.

## Sir. Richard Bowman

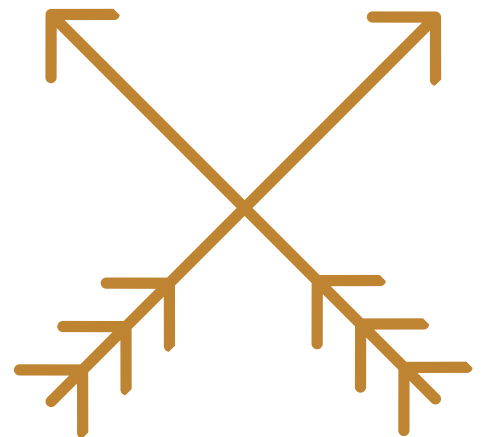
Sir Richard is an amazing knight, some would say the world's greatest knight. He is bold, daring and totally fearless...or at least mostly fearless. He is scared of bears. Why is he scared of bears? Because bears can run at 30 miles an hour and the zoo is 30 miles away. So in 1 hour a bear could be outside of his door. Why would a bear be outside his door? Because bears can smell fear, and he fears them. And rightfully so.

## Lady Rosalín

The daughter of a rich lord, Rosalín was tired of always being abducted and held for ransom by every would be black knight or robber baron who crossed her path. So she took matters in her own hands. Now she's not just another damsel in distress, she's a damsel that causes distress. She has taught herself how to fight, and has become the equal of any would be abductor she should come across. She is very careful to maintain a "tough" image and will get very angry if someone offers to help her do anything, there is nothing she can't do herself.

## Mad Max/Maxine of Mad Max's Magical Mixes and Maladies

An apothecary, or at least that's what it says on the side of his cart. Really he's more of a door-to-door potion salesman. He wanders around trying to sell people all of his magical potions. He tries to identify what they need from looking at them "a cure for baldness" "a curse to make an exes face explode" "a better credit score" and then tries to sell them his own patented magical cure.

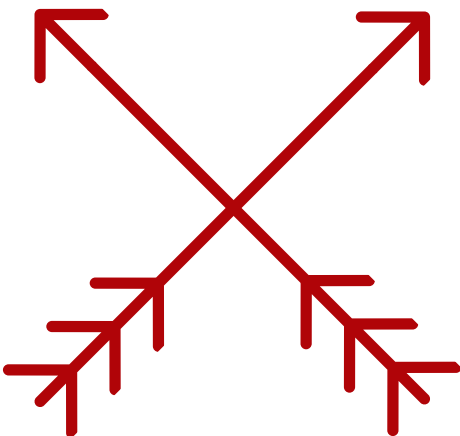


# Black Side Characters

## Leads

### The Sheriff of Nottingham (Black Side Male Lead)

Once upon a time, the Sheriff was going places. He graduated top of his class from Sheriff School, he was made Sheriff of Nottingham, the most prestigious Sherifffdom in all England. And everyone said he was set to become the greatest Sheriff ever. Then he met Robin Hood. For years he has been trying to arrest Robin Hood, and somehow that tall, debonair hunk of charming heroism has managed to thwart every single one of his plans. His efforts to capture Robin Hood have become something of an obsession and he diverts every waking minute to thoughts of Robin Hood....uhh...I mean how to capture Robin Hood. Somehow, along the way the Sheriff has become more of a mustachio twirling buffoon than the evil genius he always thought he would be. He is determined that all he has to do is defeat Robin Hood once and for all and he will go down as the greatest Sheriff of all time, he just has to get Robin locked up in his dungeon.



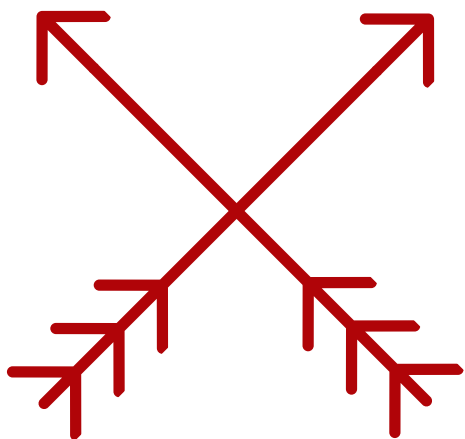


# Black Side Characters

## Leads

### Lady Katherine of Nottingham (Black Side Female Lead)

The Sheriff's wife, Lady Katherine is almost the polar opposite of her husband. Cold and competent she thinks the Sheriff is a bumbling idiot. She married him when his star was on the rise and is now beyond frustrated with his utter lack of accomplishment or usefulness. Every inch a fairy tale villain, Katherine is not someone to be trifled with. She is certain that given the option she would be a much better Sheriff than her husband and prays daily that he meet a fittingly tragic end so she can usurp his position. She is a ferocious warrior, and can be ruthless when she needs to be, or just on a random Tuesday. She's not picky about it.



# Black Side Characters

## The Sheriff's Men

### Sir Guy of Gisbourne

Sir Guy is the black knight, in every possible way. He has a hard heart, a sharp sword and is evil to the core. He is by far the meanest, toughest and deadliest member of the Sheriff's entourage, and one of the few things stopping the Sheriff from being deposed. He is brutal and no nonsense, the straight man to the Sheriff's insanity

### The Guards

#### Henry/Hannah

Henry is a capable, if not talented, law enforcement worker and leader of the Sheriff's guards. Sure, he's not that bright, but he serves as a loyal foil to the Sheriff's genius.

#### Ole Willie

Ole Willie is one of the longest serving guards in all England, a fact he attributes to always being exactly three days away from retirement. He served the Sheriff's grandfather, he's seen it all. He has a vast amount of experience, but refuses to admit his hearing is going. He constantly mishears things, but always assumes he knows what he is talking about anyway. "Sir should we eat the cakes?" "Beat the rakes? Absolutely men! Show those rakes who's boss!"

#### Charles/Carol

Great warrior, Charles is not really the sharpest sword in the tournament. While he might not be the smartest knight around, he can fight like a devil so the Sheriff is more than happy to use him as his muscle and overlook his baffling stupidity.

## **Martha/Mark**

Martha is actually pretty competent at her work, and really gets a lot done. However the Sheriff and Henry routinely blame her for everything that goes wrong. Martha tries to fight through the blame and the negativity, but sometimes she fails at keeping her cool. No one wants to be Martha.

## **The Entourage**

### **Edgar/Edith**

The Troubadour of Triumph, the Bard of Badness, the Poet of Power, they are one of the most popular troubadours in Europe and has a reputation as the bad boy/girl of court music. She/he's a medieval rockstar and he/she knows it. He/she treats everyone like an adoring fan, which she/he assumes they are, signings autographs, singing them private songs etc.

### **Lady Adelle of Rothchester**

Lady Adelle is a girl who knows what she wants, a rich rich rich husband. She is eagerly looking for a suitor who is suitably worth (rich) enough for her to marry. She goes around asking patrons if they are single, if they're rich and if they answer both questions yes she asks what their projected life expectancy is...totally unrelated hypothetical.

### **Cedric/Cedrica the Redcap**

An extremely arrogant minor noble, Cedric fancies himself the best swordsman in England. He believes himself to be obviously far too good to waste in anything but the most impressive of battles. Cedric was once insulted at a party by the suggestion that Robin could possibly be better than he, and so has made it a life goal to find and personally kill Robin.

### **Bloody Mary**

A cold and calculating opportunist, Mary has attached herself to the volatile Cedric. Renouncing her poverty-stricken childhood, Mary will happily do anything and betray anyone to promote her own well-being.

## **Geoffrey/Alice of York**

Not TECHNICALLY a guard, Geoffrey is in the direct employ of the Sheriff to quietly suppress opposition to his laws. It is becoming widely known that Geoffrey does this, mostly because he enjoys flaunting his power. Got a problem with that? Sure, tell the Sheriff, it sure will be hard with that broken jaw...

## **The Bishop of Hereford**

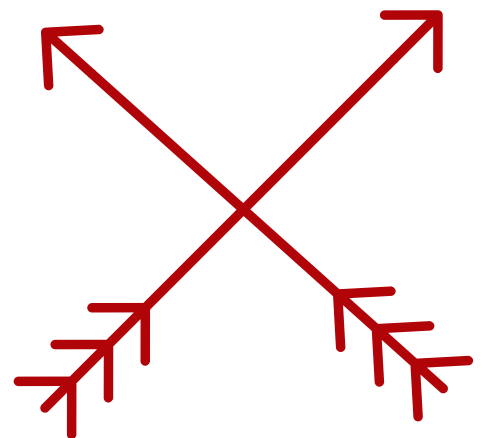
The Bishop of Hereford is one corrupt priest. He loves every vice that has ever viced and ignores every virtue. But his favorite vice, is himself. He loves himself and can never get enough of himself. He always carries around a mirror to look at his own reflection, or uses a nearby reflective surface, any reflective surface. He has even been known to walk up to people and just ask them to begin describing how handsome he is.

## **Thud**

Thud is Reginald's bodyguard, and lets just say he is far from the sharpest sword in the armory. Very, very far. He's more like a mace. But even if he is a bit dull, or a lot dull, he is very, very good at hitting things and at protecting Reginald

## **Reginald De'Bois**

Reginald is the Sheriff's tax collector. He is a cold-hearted and fastidious man. But something of a coward. He relies on his bodyguard Thud to do all the fighting for him. He goes around asking people if they have paid their taxes to the Sheriff, and if they say no issuing tickets for the amount that they owe, plus a little extra.

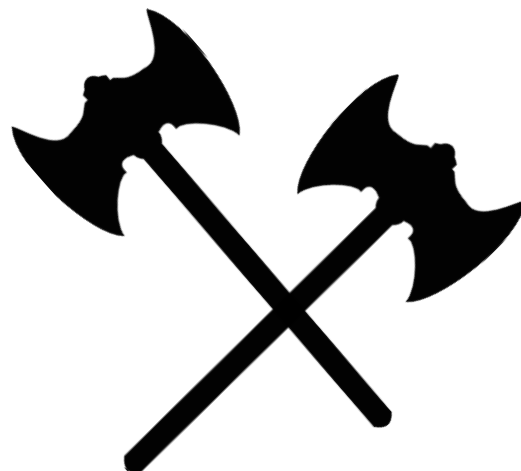
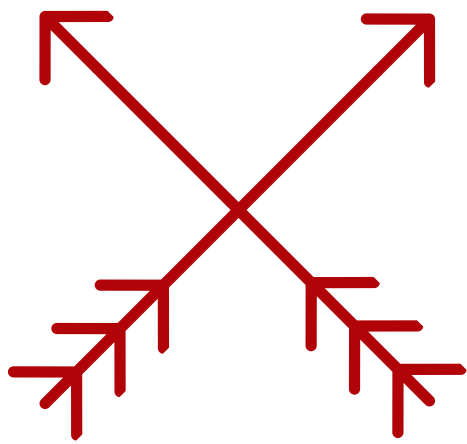


# Black Side Characters

## Leads

### The "New" Sheriff of Nottingham (Black Side Male/Female Lead)

A real evil genius, the new sheriff is everything that a villain should be. He is cold, calculating, and ruthless and has a ferocious temper. They say he once got so mad he punched a birthday cake, and that he is so cold blooded that he watched Old Yeller without crying. He has proven his effectiveness as a warrior and a leader time and again. He was responsible for defeating the French at the battle of the 13 white flags, and in a rage he once attacked the King of Switzerland's favorite wheel of cheese with a sword, creating a new type of cheese in the process. Now Prince John has sent him to clean up the mess left by the old Sheriff, and he is prepared to do anything and everything he has to do to bring the criminal Robin Hood to heel. He will leave no stone unturned, no enemy undefeated and no birthday cake unpunched until he has Robin Hood in chains.



# Black Side Characters

## Black Knights

### Sir Ademar

The New Sheriff's right hand man, Sir Ademar is a former knights Templar who was expelled from the order in disgrace. He has since turned his back on his former orders vows of charity, and honor and is now dedicated to acquiring as much money and power as he possibly can. By any means that he can.

### Sir Jean/Joan De'Luc

A Frenchman, because of course he is. Sir Jean is just mean. Like really mean. It seems like he has nothing good to say about anyone and just uses his scything wit to criticize everything and everyone he sees for the smallest reasons. That guy has a weird eyelash, that guy has silly shoelace. Really just anything he doesn't like about them.

### Sir Angus/Agnis McDonald

A knight from Scotland, Sir Angus is loud and fiery. The very essence of everything a Scotsman should be. He hates the English with a passion, and the Dutch, and the French, and the Swedes...really everyone who isn't Scottish. You know what, he hates the Scots too. He hates everyone. He is a mighty warrior and his hatred for basically everyone on the planet means he has no qualms about using his sword in the most casual of circumstances.

### Sir Merdeath/ De'Ath

Her real name is Meredith, but come on...Merdeath is just way cool. And it fits. She is one scary lady. Lots of black, lots of scowls, lots of killing people for like no reason. Yeah, definitely not the kind of chick you want to try and pick up at the tavern.

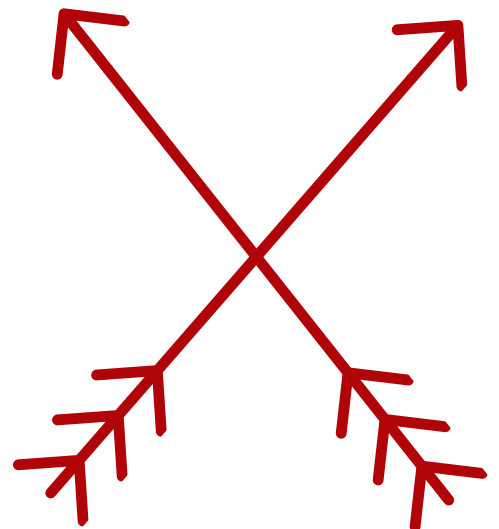


## **Sir Lady**

Sir Lady is terrifying. No one is sure if she is a sir or a lady, but they're all so scared of her killing them if they get it wrong that they call her both just to be on the safe side. She is a ferocious warrior and absolutely terrifying to talk to. No one knows where she's from, but based on her attitude the depths of hell is currently a strong contender.

## **Sir Wilhelm Von Wolf**

Sir Wilhelm is a knight from the Holy Roman Empire, he is loud proud and spoiling for a fight. His favorite pastime is boasting about how much better the Holy Roman Empire is than anywhere else. How big it is, how rich it is, how much more beautiful all the people are, and reminding people about how nothing in "Puny England" can possibly compare to anything in the glorious Holy Roman Empire. He seems to do this with the express intention of starting a fight. He does love a good fight.



# Unaffiliated Characters

## Side to Be Determined

### **Cuthbert/Cuthberta the Mighty**

A great Saxon warrior, or at least he is pretty sure he is. He took a bad blow on the head and has a tough time remembering some of his more impressive past deeds. He is constantly going around proclaiming his heroic titles to be people, Cuthbert the Mighty, Cuthbert Redblade, Cuthbert the Norman Slayer, Cuthbert the Stormer of Winchester, and then asking people if they have heard of him and if they have heard of any more great deeds he has performed. Seriously, he needs a list, for tax reasons.

### **Sara/Sirah the Tailor**

A tailor, obviously, they think that they know all the secrets of high fashion, and they are always trying to share their knowledge with others. They give fashion tips to everyone they can, trying to make sure that they are in tip top fashion shape, even if the tips aren't what the "unwashed masses" might think of as fashionable.

### **Sir Humphrey of Oldcastle**

Sir Humphrey is a knight well past his prime. In his day he was the greatest swashbuckler to ever swash a buckle, but now he's getting on in years. He spends most of his time bemoaning the state of today's knights and complaining that they just don't live up to the knights back in his day. You think you're tough? back in his day of you anted to fight on the chessboard you had to walk up hil, over rusty glass, in flaming snow. Even though he's old, he can still bring the pain when he needs to

# The Nuns

## Lady Amelia

She and her friends Bernadette and Penelope have escaped from a nearby nunnery and are intent on having the best time of their rather sheltered lives, figuring that what happens in Hoggetowne stays in Hoggetowne. The most intellectual and yet naïve of the three, she takes most things literally and doesn't really get sarcasm. She's also Penelope's biggest fan.

## Lady Bernadette

She and her friends Penelope and Amelia have escaped from a nearby nunnery and are intent on having the best time of their rather sheltered lives, figuring that what happens in Hoggetowne stays in Hoggetowne. She may be small but you really shouldn't get her riled, because the nuns have shown her a thing or two and she's more than willing to break a few bones if necessary.

## Lady Penelope

She and her friends Bernadette and Amelia have escaped from a nearby nunnery and are intent on having the best time of their rather sheltered lives, figuring that what happens in Hoggetowne stays in Hoggetowne. The nominal leader of the group, she's most interested in shopping and desserts, and finding a good knight.

# The Vikings

## Jarl Harold/Gunnhild the Red

Harold is a fearsome Viking Jarl from the very northernmost parts of Norway, which he left, because they're cold and he hates being cold. He and his small crew have come to Hoggetowne in hopes of finding new recruits to join their ranks so that they can get a proper raiding party up and running. He goes around asking people if they want to join his crew.

### **Erik/Erika the Lucky**

Absurdly lucky, it's absolutely ridiculous. They say he once fell into a cesspit and came up with a gold bar in his teeth; he once got in a fight with a bear only for the bear to be struck by lightning 3 second earlier. Everything just seems to go his way. He has joined Harold's crew just to see how far he can press his luck.

### **Ulf/Ulfhild the Wild**

When Ulf first joined the crew he misheard the term "raiding party" and thought it was a "raving party", and he hasn't quite realized his mistake. He goes around inviting patrons to join his raging Viking party (always PG) and never seems to get it when people try to explain to him what a raiding party is.

### **Sigrun/Sigurd the Wise**

A ferocious shield maiden and he brains behind the operation, and apparently the only one who actually cares about getting this raiding party off the ground. She is the most active in recruiting and testing potential Vikings before they join the crew, making sure that they all have the right stuff first.

### **Bjorn/Bera the Berserker**

Bjorn is the quintessential Viking warrior, tough brave and absolutely fearsome. He joined Harold to bust some skulls the old fashioned Viking way, and is slowly realizing that his companions are less than ideal. He has little patience for anything, especially the antics of his so called crew members. He has decided to look form his own crew, a better crew, with blackjack and wenches.

### **Agatha the Fortune-teller**

She tells fortunes...probably. She certainly thinks she does. She wanders the streets telling patrons their probable futures with the aid of her own magical method. She makes them shake their hips since everybody knows, hips don't lie...not about love and not about the future.

## **Antonio/Antonia the Duelist**

This “dueling dandy” is more about presentation than substance. With flamboyant gestures, a boisterous voice and fabulous outfits he is always ready to impress. He will frequently challenge people to duels, but when they accept he suddenly comes down with some pressing concern or ailment that stops him from being able to carry out the duel.

## **The Castle**

A solider that was struck on the head by a piece of rock during a siege and is now convinced that they are actually a castle. They carry around a giant tower shaped shield which they use to disguise themselves. When asked what they are doing they reply with something a castle would say “guarding the river” “being imposing” “counting my bricks”.

## **The Sweeper**

He’s a quiet unobtrusive figure that’s always around trying to keep the place tidy. He’s never far from his broom because he never knows when or what he’ll need to clean up. He is totally dedicated to his duty of cleanliness and has been known to walk right through other people’s conversations to do his job.

## **Lord/lady William/Williamette De Swineburgh**

Third cousin once removed to the King of Hoggetowne, he attempts to use this fact to garner his special favor, though in reality he’s only spoken to the King once. He tries to use his tenuous royal connections to get into, and occasionally out of, any situation that he wants. He has wildly differing success rates.

## **Black Velvet**

An infamous outlaw, renowned criminal and a deadly warrior. Black velvet is wanted across the length and breadth of Europe by at least 2 dozen kings, 33 lords, 97 knights and 78 stable boys with broken hearts. She is truly a force to be reckoned with

## Hal/Sal the Sea Captain

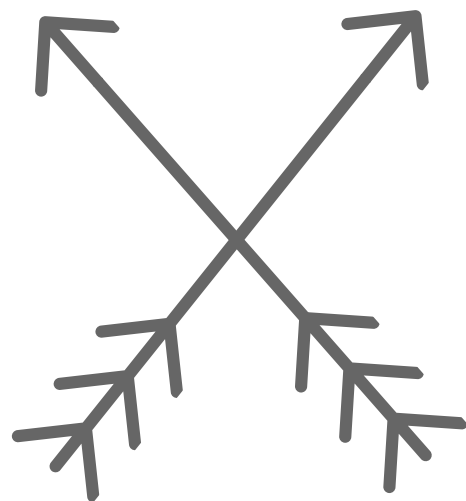
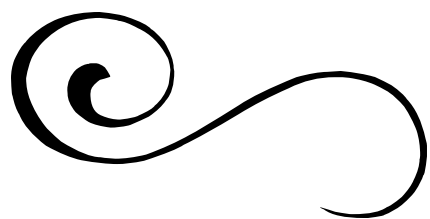
A hoary old sea captain, they do hoary old sea captain things. They like to wax poetic about the beauty of the sea, and seem to really like phrases like “there she blows” and “land ho” and for some reason they can only talk in port and starboard. They make everything about boats.. Like seriously, anything you name they can somehow bring back to boats. They fight with an oar.

## The Herald

The herald just graduated from herald school and he loves the wealth of knowledge he now has on all the coats of arms and symbols of the nobility. He loves to go around and inform patrons about their noble heraldry. House Nike, House Gators, House Under-armor, House Patriots of newish England etc. He will then provide them with a brief description of the noble deeds and titles of their house.

## Phil & Bill/Ella and Bella

These twins look nothing alike, yet people constantly confuse them for one another-weird. And after a life-time of being confused for one another, they aren't even sure who's who anymore. Constantly fighting over which is which, down to being confused about who's taller and who's shorter. They never know which name is theirs nor even which one hates spinach or hates the literary works of Geoffrey Chaucer.





# Show Budget

Props

\$200



Costumes

\$300



Misc.

\$200



Cage Modification

\$100



Printing Etc.

\$100



Total

\$1000

# Schedule

September 4th – labor day

September 9th– Auditions

September 10th– Auditions Day Two

September 15th– deadline for announcing casting decisions

September 16th – Introductory Meeting/First weekend of Fall Training / minor's meeting

September 16th –October 22th– Fall Training

October 28th – January 14th – Rehearsals (9am–2:30pm)

October 28th and 29th–Retreat

November 4th– Full cast day, castle set up at the Y

November 18th– Full cast day

November 25th, 26th– Optional rehearsals

December 3rd– Full cast day– off book deadline for leads

December 17th– Full cast day

December 23rd, 24th– no rehearsals

January 14th – full cast day Castle tear down day

January 20th – 21st – Dress Rehearsal Weekend (Full cast)

January 21st – City Dress Rehearsal

January 27th – 28st – Faire First Weekend

February 4th – 5th– Faire Second Weekend

# Schedule Cont.

## Full Cast Days

Full cast days will be the first Saturday and 3rd Sunday mornings for both fighting and non-fighting cast. This time will be used for lane work, supportive scenes (such as procession or crowd roasting), passing interactions, team building, and other full cast activities.

## Rehearsals

From day one, rehearsal days will be clearly divided between boards one and two. Each day will be used to work on fights, melees, show and performances specific to that scene. Fighters and performers will be expected to work on their commitments for the respective scene each day, but will be encouraged to work on anything for the other scene if time and availability permits.

## Attendance

performers will be expected to attend all rehearsals they are scheduled for. We understand that many cast members will have obligations outside our show and will require varying degree of attendance availability as long as safety and performance standards and communication are maintained this will not be a problem and will be handled on case by case basis. However, there will be a weekly attendance taken and expectations about attendance will be clearly laid out to the cast.

# Proposed Deadlines

## Proposed Costuming Deadlines



October 28th – Costume Plans Submitted

November 18th – Costumes 50% + Footwear

December 17th – Costumes 90% Saturday

January 5th – Costumes Completed

## Proposed Fight Deadlines



October 27th – Fight Pairs announced

November 4th & 5th – Fights submitted

November 18th & 19th – 50%

December 9th – Begin Melee

December 11th & 18th – 90%

January 13th 100%



# Weekend Schedule

## Proposed Costuming Deadlines



### Saturday

9:00 AM- 11:00 AM work board 1 fights (non-fighting exercises on full cast days)

11-11:30 showcase

11:30-1:30 run board 1 and /or work fights  
(After December 9th add in melee)

### Sunday

9:00 AM- 11:00 AM work board 2 fights  
(non-fighting exercises on full cast days)

11-11:30 showcase

11:30-1:30 run board 2 and /or work fights  
(After December 9th add in melee)

