

# Marian and her Merry Men

2010 Hoggetowne Medieval Faire.

## Production Staff

**Director** – Nick Ptschelinzew – Nickolas has been performing at the Hoggetowne medieval fair with the Thieves Gilde for the past five years. During that time he has been a trainer with the organization, served on the directors committee, had lead roles, and been on two production teams, most recently as the Fight Director. For 12 years prior to this Nickolas has participated in fairs from the Florida Keys to Anchorage, Alaska as both a performer and as a member of production teams. Nickolas is recognized as an Advanced Actor Combatant by the Society of American Fight Directors, as well as having passed skills proficiency tests with both the British Academy of Stage and Screen Combat and Dueling Arts International. He was a member of the US armed forces and is currently pursuing his PhD in material science and engineering at the University of Florida.

**Assistant Director**- Shannon Singley – Shannon has been involved with all forms of theater since she was six, and has no intention of stopping anytime soon. She has performed in and out of Gainesville in such venues as The High Springs Community Theater, The Gainesville Community Playhouse, The Acrosstown Theater, and The Fred Stone Theater. Her roles backstage have also been extensive, from Assistant Director to Lighting Designer to Stage Manager to Directing a one act for the State Thespian Festival. She is currently double majoring in Theater and Psychology at Rollins College, and is a member of Rollins Improv Players. This will be her seventh year doing Thieves Gilde.

**Fight Choreographer** –Allan Thompson – Allan is a veteran of Thieves Gilde, performing for over ten years. He has served in various leadership roles including President, Director and Fight Choreographer. He is currently the Head Trainer and teaches classes in sword, staff, unarmed and mass weapons. He is also an accomplished martial artist.

**Stage Manager** – Andy Smith – Andy has a proven record of responsibility, serves on the Executive Board as well as previous production teams. He is a Mechanical Engineering Major at UF. He is both popular and respected by his peers.

**Costumer** – Sommer Sharp – Sommer has worked and performed with the Thieves Gilde for almost ten years. She has served as the Technical Director for the troupe as well as on the Executive Board as the Treasurer.

**Quartermaster** – Jon Akers – has seven years experience with The Thieves Gilde in various roles, including, but not limited to: Director’s Committee Chair, Staff Trainer, and Secretary. For shows, he has been Quartermaster once and a Cook twice. He has been various characters over the past seven years.

**Captains:**

Logan Hamilton – Logan has performed on the Chessboard for Thieves Gilde for three years in a variety of roles including leads. He has shown an aptitude for a variety of weapons and potential to become a trainer. Logan is also first responder qualified and is proud to be a medic for the Thieves Gilde.

Zoe Mikel-Stites – Zoe was born and raised in Gainesville and is now entering the University of Florida. She had the pleasure of attending the Hoggetowne Medieval Faire for sixteen years, before joining the Gilde in 2008. Her theater experience includes A Midsummer Night's Dream in the Hippodrome's summer program, and the 2009 production of Dial M for Mordred. She is extremely excited to be a part of the Thieves Gilde's 2010 production.

**Plot Synopsis**

**Opening scene**

*This scene will be done in three smaller parts that will cycle through during meet and greet. The first scene will be done, the actors will clear. Another group of spectators enter, the second part of the scene is done, and so on.*

Robin is mocking the Sheriff in disguise as an old beggar man when the Sheriff is tipped off and unmasks Robin. Robin flees, the Sheriff pursues.

Robin, now in stocks, is forced to listen to the Sheriff bragging about how wonderful he is and how easy it was to catch Robin. The Sheriff also discusses possible punishment(s) for Robin with the audience.

King Richard arrives and is told of the happenings in Sherwood, Nottingham, and Hoggetowne by loyal supporters. The King is being petitioned by Will Scarlet or Maid Marian to release Robin. When the King confronts Robin and the Sheriff they both claim that the other caused their wrong doing (“I became an outlaw to fight his tyranny”, “I abused my authority to catch the notorious outlaws”). The King decides that the matter will be decided by a game of chess. If Robin wins, he is free and the Sheriff will lose his title. If the Sheriff wins, Robin will be jailed (or worse).

**\*Note that King Richard acts as the chess master in all three scenes**

## **Scene I**

## **Robin Hood vs. the Sheriff**

### **“Your money or your life”**

The board is set, and the stakes are high— If Robin wins: the Sheriff, who has been abusing his authority, is removed from office in disgrace. If the Sheriff wins, he can carry out Robin’s sentence. The Merry Men cleverly trounce the black side in chess, getting the Sheriff’s king into checkmate. The Sheriff enraged that he may lose his title to his archrival declares that he will champion the king piece and fight off the checkmate! As this is “battle chess” King Richard agrees. Robin also champions one of his fighters. The sheriff manages to defeat two of the three combatants but Robin, being the better combatant beats him in the end. The Sheriff’s duties are royally revoked by King Richard as the Merry Men and King Richard celebrate the newfound peace in Hoggetowne. Maid Marian announces that now that Robin has defeated the Sheriff, the couple can marry, as promised. The two announce that they will hold their wedding at 12:30 on the board. After the happy couple and the King leave, the disgraced Sheriff has a brief (2-3 lines) monolog implying that all will not go well at the wedding.

## **Scene II**

## **Friar Tuck vs. Abbot Costello**

### **“Your honey is my wife”**

The board is set for a wedding, with black side members grudgingly attending, hoping for a deus ex machina to ruin the ceremony. Luckily for them, it shows up heavily armored with a band of troops. Sir Kendrick has returned from the crusades to claim his rightful place at Marian’s side. Confused and angered at the sight of Marian merrily marrying another, he challenges Robin to a duel. Robin and Kendrick are ready to come to blows when the King steps in. The King has just restored peace here and will not see it decay into anarchy again so soon. To prevent the strife from escalating the King suggests a chess game for Marian’s hand. The Sheriff and his followers join Kendrick’s side to enact their revenge on Robin. Both Robin and Kendrick stand on the field and have their advisors, Friar Tuck and the Abbot Costello respectively, call the game for them. As the fights go on, Abbot Costello and Kendrick begin to cheat more and more. Despite Friar Tuck’s gusto for the Merry Men, the game quickly turns toward a loss. The Sheriff moves in to take Little John, and attempts to deliver a killing blow, which Robin rushes in to prevent, inadvertently starting a melee. A rolling melee ensues in which Kendrick sucker punches Robin to gain the advantage. Robin is about to be killed when King Richard stops the melee, furious that his game has descended into chaos. Kendrick insists that by “the right of combat” Robin’s life is his and as white side broke the rules the game, and Marian, are his as well. The King agrees that Robin broke the rules and so forfeits the game, however as Kendrick’s side also broke the rules, Robin will be given the chance to win his life back. The King, disgusted with their cheating, declares that the matter will be decided by a tournament of champions.

### Scene III

### Robin vs. Kendrick

#### “Your honey or your life”

The fight for Robin’s life begins! The competition is a best-out-of-five tournament of champions. The first person to three wins gains the power over Robin’s life. The stage is lined with melons leading up to Robin’s head, for whenever the white side loses a fight, Bruno the Dungeon Keeper smashes one of the melons. Four fights are fought, giving each side two wins.

The last fight is fought to determine his fate, and against all odds, the white side wins! Angry that he did not win again, Sir Kendrick decides that he will marry Maid Marian in front of Robin so he at least has that triumph over the outlaw. He makes one final chauvinistic comment that is the last straw for Marian who steps in, angrier than she can manage. She vows that if he can best her in battle, he can have her. Robin attempts to restrain her but, pushing him aside, she adds that if ANY man can beat her in battle, they can marry her. Robin, never having seen his love so angry backs away. She charges Sir Kendrick and the final battle ensues. Basil (or Sir Guy) attempts to help Sir Kendrick, but Robin stops him from interfering. Marian has the fighting prowess of a veteran, and she knocks out Sir Kendrick. Other male black-siders rush her for her hand, and she easily subdues them after a brief fight, the last few realizing their folly and fleeing.

She turns to Robin, saying that if he can beat her, she will marry him. They spar briefly, which is graceful and flowing and ends in Marian dipping Robin and a kiss. She declares Robin to be her future husband and the town is *finally* at peace again. King Richard calls them to him to receive his blessing. As they approach Marian kicks Kendrick who is just starting to rise. The King gives his consent and closes the show in the normal fashion and then calls for the cast to take their bows.

## Calendar

After auditions there will be a 6-week training period with one optional weekend for Labor Day. At the conclusion of the training period fight auditions will be held to determine the majority of the fights. After this time regular fight rehearsals will be held every weekend with the exceptions of holidays. Fight and costume deadlines are listed below. There is a separate introduction day with parental meeting for minors who are non-fighters and not required to attend the training period. There are improv days held to work on character interaction, street scenes (lotsies), and the opening gate scenes. These will focus on the non-fighting cast members although any fighting cast member who is not rehearsing a fight shall also attend them. There will be emphases on character–character interaction (scripted improv) and character–patron interaction. Dates will be added for cast dinners / parties and other events. Please check these dates after casting as they should be considered tentative until then.

## ***August***

22 & 23 TG / Fight Auditions

29 & 30 Auditions / Casting

## ***September***

5 & 6 Optional training, placement / test out day

7 Labor day

12 & 13 1<sup>st</sup> day of training, introductions & parent meeting (potential fighting cast)

19 & 20 2<sup>nd</sup> week of training

26 & 27 3<sup>rd</sup> week of training

## ***October***

3 & 4 4<sup>th</sup> week of training

10 & 11 5<sup>th</sup> week of training

16 UF homecoming weekend

17 & 18 6<sup>th</sup> week of training

24 & 25 Fight auditions / cast fight announcement (costume plans submitted)

31 1<sup>st</sup> week of fight rehearsal

## ***November***

1 1<sup>st</sup> week of fight rehearsal

7 & 8 2<sup>nd</sup> week of fight rehearsal (fights written / submitted)(25% costume)  
1<sup>st</sup> non-fighter Character & Improv workshop (Non-fighting introductions & parent meeting)

14 & 15 3<sup>rd</sup> week of fight rehearsal

21 & 22 4<sup>th</sup> week of fight rehearsal (50 % fights / 50 % costume)  
2<sup>nd</sup> non-fighter Character & Improv workshop

28 & 29 Thanksgiving weekend – No rehearsal

## *December*

- 5 & 6 Show walk through / 5<sup>th</sup> week of fight rehearsal  
3<sup>rd</sup> Character & Improv workshop
- 12 & 13 Show walk through / 6<sup>th</sup> week of fight rehearsal (75% fight / costume)  
4<sup>th</sup> Character & Improv workshop  
Week of UF finals
- 19 & 20 End of class UF / High school – No Rehearsal
- 26 & 27 Christmas / holiday break - No Rehearsal

## *January*

- 2 & 3 7<sup>th</sup> week of fight rehearsal / show run through on Sunday
- 9 & 10 8<sup>th</sup> week of fight rehearsal / Show run through  
Full cast (100% fights & costume)
- 16 & 17 9<sup>th</sup> week of fight rehearsal / Show run through – full cast
- 23 & 24 Dress rehearsal / city run through / set moving – full cast
- 30 & 31 Hoggetowne Faire

## *February*

- 5 Kids' day
- 6 & 7 Hoggetowne Faire