

Female Character Audition Packet- Shrek

www.lewisburgmusical.org

Important Information At a Glance:

Audition "To do" checklist:

- Fill out Audition Form on Google Forms
- Sign up for an Audition time slot using Sign up Genius
- Print, sign and turn in Signature page to Mr. Walz
- Print off audition packet and prepare material

All audition materials are posted on www.lewisburgmusical.org under "audition info"

Important upcoming dates:

- Complete Audition Sign-Ups – by Thursday November 14th
- Auditions – November 18th 3:30-5:30pm and 19th 3:30- 8:30pm
- Cast List Posted – online November 19th (late evening)
- Cast, Crew, Pit and Parent Organizational Meeting – November 21st, 6:00pm @ HS Auditorium **MANDATORY** (Scripts will be handed out at this meeting)
- Cast Read-Thru – Following Organizational Meeting (November 21st)

Show dates

February 22, 24, 25 are -MANDATORY REHEARSALS

Please note these rehearsals are extended rehearsals

February 26th: Sr Matinee 2:00pm

February 27th: Evening Show 7:00pm

February 28th: Evening Show 7:00pm

March 1st: Matinee 2:00pm, Evening show 7:00pm

March 2nd: Set strike 12:00pm

Directors' Contact Information

Director

Mrs. Sarah Tiede

tiede_s@dragon.k12.pa.us

570-522-3212

Assistant director

Mr. Jonathan Walz

walz_j@dragon.k12.pa.us

570-523-3220 ext. 1401

Backstage Manager

Mrs Lindsey Eischeid

eischeid_l@dragon.k12.pa.us

570-522-3212

Pit Orchestra & Tech Manager

Mr. Daniel Schwange

schwanger_d@dragon.k12.pa.us

570-523-3220

General Production Information

The spring musical is a major extracurricular activity that will require a considerable amount of your time and energy. Careful attention must be given to your employment, extracurricular and academic schedules when considering participation in the spring musical.

School Guidelines and Policies

All school guidelines and policies will be enforced throughout the production including:

District Activity Fee: All cast, pit orchestra, and crew members are required to have paid their district activity fee to be eligible for the spring musical production.

Academic Probation will result in dismissal from the production.

Alcoholic Beverages are not allowed. Violation of this will result in immediate action according to school board policy. The parents of the offending student will be notified and school officials will also be notified.

Drugs are not allowed.

Smoking is not permitted at any time on school property.

Use of school facilities: During production rehearsals, the only areas inside the school that you are allowed to use are the auditorium, music rooms and rest rooms. All other areas are off limits unless the directors give special permission. You are expected to abide by the same rules that are in effect during regular school hours concerning the use of school facilities.

Remember that once a part of the cast you are a representative of all those associated with the spring musical. Your behavior and attitude should be dictated with this in mind.

Attendance Requirements and Absences

Attendance at rehearsals is essential to our success. We are an ensemble cast that will depend on each other to succeed. Our schedule is very condensed and as a result laden with essential content. The directors understand that occasions do arise that could require your absence from rehearsal, at which time the directors will be as flexible as possible. However, this flexibility of schedule is a two-way street. There are circumstances that are beyond our control that will affect the schedule, please be understanding when we have to change the schedule.

If you are repeatedly absent you will be dismissed from the production. **No excuses or absences will be permitted during the week of dress rehearsals and productions. Even one missed rehearsal during this week will result in your dismissal from the production and a substitute will assume your role.**

Examples of Excusable Absences: Medical emergency or serious personal injury, death in the family, absence from school the day of rehearsal. If in doubt, you should speak with a director in advance (when possible).

Examples of Inexcusable Absences and tardiness, but are not limited to: work, oversleeping, transportation not arranged, extended family vacations, birthday parties, shopping trips, baby-sitting, etc.

What to expect

For this year's production, leads will rehearse three to four times per week, two or three hours per rehearsal. Chorus members will be required to attend fewer rehearsals than leads. All cast members should anticipate occasional Saturday rehearsals. **The week prior to production, as well as the week of the production, are usually extended rehearsals. Be sure your parents/guardians understand this before they sign your permission slip.**

Patrons Ads

Every cast member will be expected to sell patron ads for the musical program. These patrons help fund the various items for the production including costumes, make-up, programs, and scenery materials. If sufficient funds are not raised through patron ads, you may be asked to contribute towards the cost of the above-mentioned items. We, as directors, do our very best to keep costs minimal, but the musical budget only stretches so far. Your selling of patron ads is crucial to the success of the production.

Each cast, crew and pit member are **REQUIRED** to secure sponsors in order to participate. Cast, crew and pit members can receive their show t-shirt for free by collecting & submitting \$50 in PATRON ADS, otherwise the t-shirt must be purchased. Also, each cast, crew and pit member can receive their t-shirt with their name on the back of the t-shirt by collecting \$75 in PATRON ADS

Parental/Guardian Involvement

If any parent/guardian has concerns and wishes to read the script prior to auditions please notify one of the directors as soon as possible.

Parents play a very important part in the success of the production; in fact, we will be counting on it! At the Organizational Meeting parents/guardians will be able to volunteer their services for various committees and crews Crews include:

- Ticket sales- box office
- Food team- Gathering food, beverages and paper goods. Feeding musical team during tech and show week
- Costumes- Gathering from thrift stores, shopping, cutting fabric, altering, if skilled: sewing and alterations.
- Props- finding and Gathering items needed in the show
- Set build- Saturday build and paint sets- ALL SKILL LEVELS NEEDED! Many hands make light work Volunteer your friends!
- Public relations- Poster distribution, contact newspaper, CATV 8, set up radio and newscasts, needs to be self motivated workers.
- Memory team- Take Photos, Make promo video to show at schools/post on website, make slideshow for school TV screens, make cast Photo board
- Concession stand- gather, organize, and handle refreshments and fundraising ideas on show nights
- Daytime helpers- Available to run errands because we are teaching during business hours and we need help sometimes! (clearances needed, and help is upon request)
- Electronic patron advertisements- Technical skills needed for pre show scrolling ads.
- Fundraising- Arrange fundraisers for the musical (i.e.: Sweet frog night, Chipotle night, Hoss' night)
- Cast party chaperones- needed to serve food, facilitate activities, and clean up

Shrek synopsis

The curtain opens on the tale of a little ogre named Shrek. Papa and Mama Ogre sit Shrek down and have a coming-of-age talk with their son, telling him it is time for him to make his own place in the world, and he must leave home ("Big Bright Beautiful World"). As the years pass, Shrek transforms into an adult and finds contentment living alone in a swamp on the edge of the kingdom of Duloc. Suddenly, the Captain of the Guards appears, leading a large group of Fairy Tale Creatures into the swamp. The characters have been exiled from the kingdom of Duloc and banished to live in the swamp ("Story of My Life"). Shrek returns home to find his once private swamp now teeming with the new inhabitants and angrily sets off to confront the leader of Duloc about the injustice.

As Shrek makes his way through a dense forest, he encounters a screaming Donkey under pursuit by more Guards from Duloc. Shrek scares off the guards and reluctantly agrees to let Donkey be his guide. Meanwhile, in Duloc, the Guards sing of the "gentrification" of the kingdom ("What's Up, Duloc? – Part 1"). Lord Farquaad appears, questioning the captive Gingy as to the whereabouts of an available princess that Farquaad could marry in order to become king and justly gain control of all of Duloc. Threatened with torture, Gingy relinquishes the information – there is a princess in a tower that is guarded by a dragon and surrounded by boiling-hot lava. Just as Farquaad and the residents of Duloc begin to celebrate their future queen ("What's Up, Duloc? – Part 2"), Shrek and Donkey arrive. Shrek demands the swamp be rightfully returned to him and, seizing an opportunity, Farquaad agrees to find a new home for the Fairy Tale Creatures if Shrek retrieves the princess for him.

High in her tower, Young Fiona dreams of being rescued by a handsome prince and living the idyllic fairy tale dream ("I Know It's Today"). The years pass, and Fiona grows more anxious day after day. Despite her frustrations, she remains hopeful.

Meanwhile, Donkey passes time on the long journey by singing ("Travel Song"). Shrek and Donkey arrive at the castle and, donning a knight's helmet that he finds in the castle for protection, Shrek tells Donkey to wait while he rescues the princess. Shrek climbs Fiona's tower while she excitedly prepares for the arrival of her prince. The meeting doesn't go quite as Fiona had planned, and she mistakes Shrek for a brave knight because of his helmet. Shrek doesn't have time to correct this oversight as Donkey is now being pursued by the Dragon. Cornered in the dungeon, imprisoned Knights warn Donkey that he may wind up like them. The Dragon, frustrated that no one ever pursues her, sings of her loneliness ("Forever"). Falling madly in love with Donkey, the Dragon spares his life, but attacks Shrek when she sees he's freed Fiona. The two battle, and Fiona finally gets her storybook adventure ("This Is How a Dream Comes True").

Having escaped the dragon, the group sets off for Duloc. Shrek reveals to Fiona that he is actually an ogre and has rescued her for Lord Farquaad. As the sun sets, Fiona demands to set up camp and disappears into a cave for the duration of the night. The Storytellers reveal that Fiona has been placed under a curse causing her to live "by day one way, by night another."

The next morning, Fiona is chipper and highly caffeinated ("Morning Person"). She greets the woodland creatures, including the Pied Piper and his disorderly Rats, with cheerful optimism. The group continues their journey, and Shrek and Fiona bond over their horrible lives thus far ("I Think I Got You Beat"). The song ends in a gassy display of bravado, and the two become friends. Donkey is convinced that their relationship is actually a budding romance ("Make a Move").

Having reached Duloc, Fiona postpones meeting Lord Farquaad for one more night and retires to a nearby barn to sleep as the sun sets. That night, Donkey stumbles into the barn and discovers Fiona's secret – she has transformed into an ogress. Fiona explains that she has been cursed to live by day as a human, by night as an ogre, and sees Lord Farquaad as her only chance for happiness because no one could ever love an ugly ogre. Shrek, who has worked up the courage to tell Fiona how he feels about her, overhears only the last part of Fiona's conversation with Donkey from outside the barn, and thinks she is talking about him.

The next morning, Shrek admits to Fiona that he heard everything she said. Fiona now thinks that he knows her secret and is unable to love her because of it. Just then, Lord Farquaad arrives to claim Fiona. He hands over the deed to Shrek's swamp and makes plans to marry Fiona that night. Hurt, Fiona accepts and leaves with him. The Fairy Tale Creatures drudge on, having been evicted from the swamp. Donkey pleads with Shrek to try to win back Fiona, and the Fairy Tale Creatures agree that he must be proud of who he is rather than ashamed by it ("Freak Flag"). With a sense of empowerment and a plan of action, the group decides to return to Duloc.

Just as the Bishop is about to marry Fiona and Lord Farquaad, Shrek and the Fairy Tale Creatures burst in. Shrek professes his love for Fiona ("Big Bright Beautiful World – Reprise"), and the Fairy Tale Creatures reveal that Lord Farquaad's father is a grumpy Dwarf. The discovery that Farquaad is actually a "freak," like the Fairy Tale Creatures he condemned, shocks and surprises everyone. During this, the sun has gone down and Fiona has transformed into an ogress. Disgusted, Lord Farquaad claims that the marriage is binding – he is now king and shall lock Fiona back in the tower forever to rule Duloc himself. Just then, the Dragon crashes through the castle wall and heaves a fiery breath at Farquaad. Afterward, all that's left of him is his scorched crown. Shrek and Fiona finally share "true love's kiss" and, although the spell is broken, Fiona doesn't turn back into a human. Shrek convinces her that she is beautiful just as she is, and everyone celebrates their individuality ("Finale").

Character Breakdown

We may switch some characters genders so look at all characters with the possibility of gender switch

Role	Description
Shrek	He may be a big, scary, green ogre to the rest of the world, but as the story reveals, he's really just a big fellow with a big heart. It is great if Shrek is a solid singer, but most importantly, he should be an excellent actor with comedic chops.
Fiona	She may appear to be an ideal princess straight from the fairy tale books, but there is more to her than that stereotypical image. She is an audacious young lady with a wonderful sense of humor and - surprisingly - manners akin to those of a teenage boy. The performer should be able to do it all: act, sing and dance. This is a premiere role for an experienced performer with a lovable spirit.
Lord Farquaad	A very short man with gargantuan ambition! He is solely interested in gaining as much power as possible. This is a role for a good singer, but most importantly, a comedian who isn't afraid of making bold choices or looking silly.
Donkey	A brash, loud, fast-talking animal with no concept of "quiet time." The performer should be able to sing well and have a whole lot of presence and character. The performer complements Shrek well as his loyal and ever-faithful sidekick.
Dragon	A breakout role for a singer! with a lot of soul and spunk. She is a ferocious fire-breathing dragon but finds a surprising love in Donkey. The performer should have tremendous presence and a good pop singing voice.
Young Fiona / Teen Fiona	Young Fiona and Teen Fiona are younger versions of Fiona and should have solid singing voices.
Mama Ogre / Papa Ogre	Good roles for a dynamic duo that can kick off the show with a lot of energy and presence. Make sure to cast good singers.
Young Shrek	He may not have lines but he is very important to the storytelling.
Pinocchio	The wooden boy who cannot tell a lie without being belied by his growing nose. Pinocchio begins in a sour mood about his second-class status but ends the story as a natural leader among the Fairy Tale Creatures. A performer with a lot of personality who can sing well.

3 Little Pigs	The classic three little pigs with a twist. It isn't necessary that they look identical; focus on finding a fun and dynamic trio. Preference for a German accent
Ugly Duckling	He may be bitter about his unfortunate appearance, but he does find camaraderie among his fellow fairy tale outcasts. This is a fun comedic role.
Three Bears	Mama Bear, Papa Bear, and Baby Bear. Great cameo roles
Wicked Witch	A great role for a performer destined to be a character actress. She has a big personality, so find a performer who is up to the task.
Big Bad Wolf	He doesn't need to be a scary, threatening big-bad-wolf type. At this point, he's a pretty tame wolf who is reduced to wearing Little Red Ridinghood's grandmother's dressing gown as well as a fancy dress because he likes to look pretty!
Gingy/SUgarplum fairy	A great performer who is as earnest as can be. Gingy is based on the Gingerbread Man who runs away like a fugitive from his baking captors. Find a performer with great energy. Gingy character voice is a must
Peter Pan	The boy who never grew up, and he continues to act the part in this story
Captain of the Guard	This role is just right for an actor with some inherent strength and authority. Somebody who has a big, booming voice and who isn't scared to put all the Fairy Tale Creatures in their place.
Knights/Skeletons	The Dragon's background singers who all tried at some point to save Fiona from her tower but were held hostage by the Dragon.
Farquaad's Father	A dwarf - Farquaad's comparably short and grumpy father.
Ensemble	Villagers, prisoners, guards, Duloc dancers, 3 blind mice, pied pier, rat tappers, forest animals, etc.

SONG List

Act 1

<i>Big Bright Beautiful World</i>	Mamma & Pappa Shrek, King Harold, Queen Lillian, Chorus, Shrek
<i>Story of my life</i>	Pinocchio and Fairytale Characters
<i>The Goodbye song</i>	Fairytale Characters
<i>Don't let me go</i>	Donkey
<i>What's up Duloc?</i>	Farquaad, Duloc Dancers and Chorus
<i>I know its today</i>	Fiona, Young Fiona and Teen Fiona
<i>Travel Song</i>	Donkey, Shrek
<i>Forever</i>	Dragon and 'backup' Knights
<i>This is how Dreams come true</i>	Fiona
<i>Who I'd be</i>	Shrek, with Fiona & Donkey

Act 2

<i>Morning Person</i>	Fiona, Pied Piper, Rat dancers
<i>I think I got you Beat</i>	Fiona, Shrek
<i>Ballad of Farquaad</i>	Farquaad
<i>Make a Move</i>	Donkey, 3 blind mice
<i>When words fail</i>	Shrek
<i>Build a wall</i>	Shrek
<i>Freak Flag</i>	Gingy/Plum Fairytale characters
<i>Big Bright Beautiful world reprise</i>	Shrek
<i>Finale</i>	Fiona, Shrek, Donkey, fairytale characters
<i>I'm a believer</i>	Full cast

AUDITION MONOLOGUES

Prepare ONE monologue for your auditions

-Memorization is highly recommended

-If accents/or character voices are part of the character please try to use them

-Act out the monologue- don't stand and read, show the character!

FIONA:

Once upon a time, there was a little princess named Fiona who lived in a kingdom Far, Far Away. One fateful day, her parents told her that it was time for her to be locked away in a desolate tower, guarded by a fire breathing dragon-as so many princesses had for hundreds of years before. And now, here you are to rescue me. I have long awaited this day! And I would'st first like to know the name of my champion. (Beat) Sir Shrek. I pray that you take this favor as a token of my gratitude. Thy deed is great, and thine heart is pure. I am eternally in your debt. Well, Sir Shrek, the battle is won. You may remove your helmet. (Beat) Please, I wouldst look upon the face of my rescuer. Besides, how else will you kiss me? It's destiny. "A princess is rescued by a brave knight and then they share true love's first kiss." Now remove your helmet. (Beat) Just take off the helmet. (Beat) Take it off! NOW! (Shrek removes his helmet) You're an ogre?

DONKEY:

The rules are very simple, whoever spots a horse and cart along the road (suddenly) Punch buggy! (punches Shrek's arm) Fun, right? (Beat) Haven't you ever been on a road trip? Man, you need to get out more, because - Punch buggy! (punches Shrek's arm again). I gotcha with that wagon of hay over there. See, that's another reason you need me around. Who else is gonna fill you in on all the fun stuff you missed out on? You may not know it, but you are one lucky ogre to meet up with - (he is punched in the arm by Shrek) Ow! Mother Hubbard, that hurt! Maybe we should move on to I Spy, or I Went on a Picnic, or something that isn't gonna put me in a body-cast. (He smells something) Whew! Shrek! Was that you? Man! You gotta warn somebody before you just crack one off! My mouth was open and everything! (Beat) Yeah, right...brimstone. Don't be talkin' it's the brimstone, I know what I smell and it wasn't no brimstone.

GINGY:

Ohhhh, gosh. Uh-oh, what's happening now? Ooooo, this is scary. (He sees Farquaad) Oh, it's you. Look what you've done to my legs! You're a monster! (Beat) We are NOT poisoning your perfect kingdom. It's not even a real kingdom! Because you're not a king! Eat me! (He spits at Farquaad) No, I will not help you find a princess. (Beat) No! Not the buttons! Not my gumdrop buttons! Okay...I'll tell you. She's a day's walk from here. In a dragon guarded castle, surrounded by hot boiling lava. (Beat) Of course it sounds dangerous. Ya want a princess or not?! In the highest room in the tallest tower, you'll find a fiery red-head named Princess Fiona. Although you'll probably have to send someone brave and strong to go rescue her for you.

WITCH:

Look. We need to stop sitting around and waiting for someone to rescue us. A landfill?! Are you kidding me? What's next a dunghill? A septic tank? How low do we need to go, people? No more waiting for miracles. No more wishing on stars. No more listening to crickets. If he was so smart he would have seen that windshield coming! It's time we stood up to Farquaad ourselves. To Dulce!

MUSIC EXCERPTS- FEMALE ROLES:

Prepare ALL- an accompanist will be provided- the more you can act while singing, and the more you have memorized the better your audition will be. However, memorization is not required

"Morning Person"- pg. 107 (*cheep, cheep, cheep...*) to pg. 109 (*Hooray*) - FIONA

"Don't Let Me Go"- pg. 31 (*I'll treat you right...*) to pg. 33 (*...like a fat kid on cake*) - DONKEY

"Freak Flag"- bottom of pg. 160 (*Let your freak flag...*) to last measure pg. 161 (*...fly*) - DRAGON

START

E

30 BIRD: 31 32 33

ChEEP chEEP chEEP chEEP chEEP chEEP chEEP chEEP

FIONA: Hoo-ray!

Stgs. sub. p

+Fl.

A D A E Cl., Hn., Kbd. 2

34 35 36 37

chEEP chEEP chEEP chEEP chEEP chEEP chEEP chEEP

Hoo-ray!

mp

A D A E Cl., Tpt., Kbd. 2

38 39 40

Cheep cheep cheep cheep cheep cheep cheep

Hoo - ray!_

mf

+Gtr. 2

A

D

A

41 42

G.P.

G.P.

+Gtr. 1, Bs.

43 44 45 46

FIONA:

Good morn-ing deer, say, have you heard To-day's my wed-ding day. I

Brass, Kbd. 2

Sigs., Gtr. 2

"symphonic"

C

F

C

Am

47 48 49 50

have - n't met my hus-band yet, But I'm hope-ful a - ny - way!

Rds., Vlns. triplet feel

grazioso

+Stgs. (pizz.)

+Rds., Stgs., Glock

Bb F C Eb G mf

51 52 53 54

I'll wear a gown, We'll have a ball and dance for - ev - er - more. He'll

Fl.

+Stgs.

+Gtr. 2

mp

+Hn.

f espress

C F C Am

55 56 57 58

take me in his mas-sive arms, and spin me 'round the floor! I've al-ways been a

Rds., Kbd. 2, Glock

Stgs. (pizz.)

Bb F C Eb G G7

"With a lilt"
Kbd. 2 (Bsn.)

59 60 61
morn-ing per - son a morn-ing girl, Hoo-ray!

Picc., Fl.
Stgs. mf
+Brass
F G G7sus +Vc. sfz G
3 3 3

62 63 64 65
Picc., Fl. mf
+Stgs. (rem.)

C F

66 67 68
+Kbd. 2
Stgs., Tpt., In.

+Brass

END

DON'T LET ME GO

START

** Mus. starts*

E F#m7 E/G# C/G G D Em7 D/F#

me, you need me. I'll treat you right and

C/G G D Em7 D/F# C/G G/B

nev - er act shod - dy. If you kill a man, I'll hide the bod - y.

D Em7 D/F# G7 Tacet

Whad - da - ya say? You're not re - spond - ing.

A7 E F#m7 E/G#

I think we're bond - ing. Don't let me go. Don't let me

F#m7 E/G# A G#m7 C#m F#m7 B7sus4

go. Don't let me go, — oh, — oh, oh, — ob. You need —

E F#m7 E C Bb F F/G

— me. — You 'n' me, — we — be - long to - geth - er,

A G D E

like but - ter and grits, like kib - bles and bits, like yin and yang,

A G D E

Sturm und Drang, — like Eng — and Chang, at - tached at the hip;

A G D/F# A/C#

but not an old la - dy hip that might break. I'm gon - na be

Bm7 B7 C Bb

on you like a fat kid on cake. Like Cupid and Psyche, like

END

F G C Bb F G

pop rocks and Mike. We'll stick together like that Velcro stuff; I'm the fuzzy side, you'll be the spiky. Ooh! Like little

C Bb F G Dm C/E

kids and the pajamas with those funny things at the bottom; You know, feeties! Like donuts and... oh, what goes with donuts?

FREAK FLAG

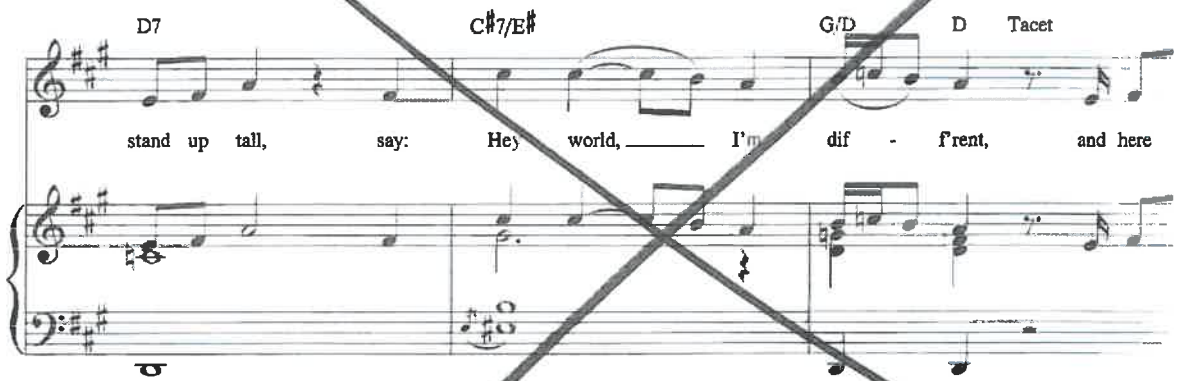
A/C#

Gingy: It's time to stop the hid - ing. It's time



D7 C#7/E# G/D D Tacet

stand up tall, say: Hey world, I'm dif - frent, and here



Eb9b5 Bm7 E7 D/A A

am, splin - ters and all



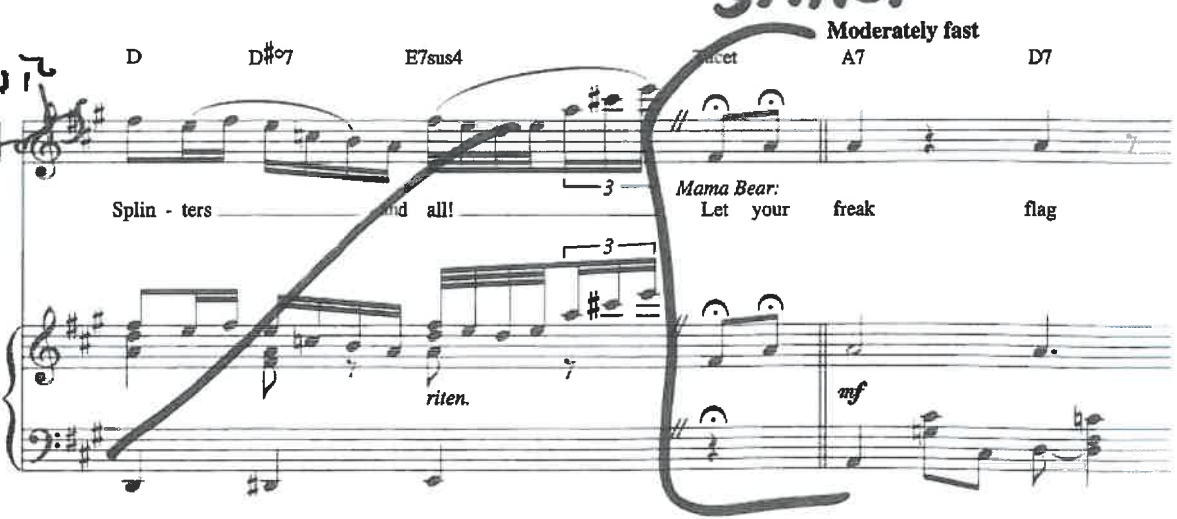
R Mewitz
Start

START
Moderately fast

D D#°7 E7sus4 Tacet A7 D7

Splin - ters and all! *riten.* *mf*

Mama Bear:
Let your freak flag



D7 A7 D7 A F#m7

Let your freak flag fly. Nev -

The first system of music features a vocal line in treble clef and piano accompaniment in grand staff. The key signature has three sharps (F#, C#, G#). The vocal line starts with a whole rest, followed by the lyrics 'Let your freak flag fly.' and 'Nev -'. The piano accompaniment provides harmonic support with chords and moving lines in both hands.

A7/E B7/D# C#7

er take it down, nev - er take it down. Raise it way up high. -

The second system continues the piece. The vocal line has the lyrics 'er take it down, nev - er take it down. Raise it way up high. -'. The piano accompaniment continues with complex chordal textures and melodic patterns.

E7 D7 A7 D7 A7

Let your freak flag fly.

The third system features the vocal line with the lyrics 'Let your freak flag fly.'. The piano accompaniment maintains the harmonic structure with various chord voicings.

D7 F#m7 D A/C# D

Let it fly, fly,

END

The final system concludes the piece. The vocal line has the lyrics 'Let it fly, fly,'. The piano accompaniment ends with a final chord. A large handwritten 'END' is written in the bottom right corner of the page.