# **SYNOPSIS**

**OF** 

## **PANTOMIMES**

WRITTEN BY

**Keith Marsden and Geoffrey Rundle** 

### "ALADDIN"

in	which.									•			•			•			•					
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**Prologue** Abanazar registers his ambitions and threat aided by the Slave of the

Ring who explains his powers.

**ACT I** 

Scene 7

Scene 1 Grand Vizier sets the scene for the appearance in Pekin of the Emperor of

China and his daughter, the beautiful Princess. The Police and their ludicrous Chief establish their "Keystone Kops" credentials. The cheeky Aladdin ridicules them and becomes a target. Widow Twankee and Wishee Washee (Principal Comics) embark on a comedy shopping expedition. Aladdin involves them in dodging the Police. The Emperor's entourage appears and Aladdin defies the rules and hides to catch a glimpse of the Princess. They fall for each other and arrange to meet again secretly in the Palace Gardens. Abanazar appears and seeks a young boy to dupe into aiding him in his quest for riches. He meets Wishee and decides to visit the

Twankee household to recruit Aladdin.

Scene 2 Widow Twankee initiates Wishee into banqueting etiquette.

Scene 3 In the Palace Gardens there is an entertainment for the Royal Family by

children enacting the Willow Pattern legend. Afterwards the Emperor and his courtiers go for refreshments, leaving the Princess free to meet Aladdin who has climbed over the Palace wall. Their courtship progresses but is interrupted by the Police. Aladdin hides and then manages to escape from their clutches. The Emperor instructs the Police to trace and punish the

intruder.

Scene 4 The Police challenge Abanazar but release him, unwittingly directing him to

Twankee's Chinese Laundry.

Scene 5 Laundry slapstick comedy from Widow Twankee and Wishee. Aladdin comes home and is recruited by Abanazar to journey into the mountains to

find a cave where riches may be found. The Police arrive looking for

Aladdin but too late to catch him.

Scene 6 After a long search Abanazar and Aladdin find the cave which Abanazar opens with the magic words "Open sesame". Aladdin is persuaded to enter

once Abanazar has given him the ring which he acquired in the prologue.

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Abanazar remains outside and Aladdin calls out to him from inside the cave which is full of gold and precious jewels. Abanazar calls back explaining that all he seeks is an old lamp. Aladdin discovers this without knowing it is

a magic lamp, the wonderful lamp. Abanazar orders him to come out and hand it over. Aladdin refuses unless Abanazar explains why he wants it. Abanazar threatens to leave him to die unless he complies. Aladdin still refuses and Abanazar issues a long curse and carries out his threat. Aladdin

is left alone and asks the audience for advice. "Rub the lamp", they tell him. He does so and the Genie of the Lamp appears. Aladdin's word is the

Genie's command. Aladdin is rich and able to return home with anything he may wish for.

#### **INTERVAL**

**ACT II** 

Scene 8

Aladdin returns to the laundry with the lamp. He demonstrates its magic powers to Widow Twankee and Wishee. Aladdin learns that the betrothal of the Princess takes place that day. Various noble suitors will contend for her hand and he decides he will join them, posing as a rich young Prince with the help of the Genie. After he has left the Police arrive still searching for the fugitive Aladdin. Twankee and Wishee outwit them.

Scene 9

The various suitors parade before the Emperor and Princess at the Palace. Last to appear is Aladdin presenting himself in his new role. The Princess recognises him. The Grand Vizier confronts him and orders his arrest as Aladdin. The Emperor, however, admires Aladdin's enterprise and spirit and leaves the choice to the Princess. Naturally she chooses Aladdin.

Scene 10

On Aladdin's command, the Genie has provided him overnight with a wondrous palace. Twankee and Wishee have fun providing the entertainment at the official opening. The Emperor and everyone else are impressed. Abanazar has other ideas and tricks the Princess into exchanging Aladdin's lamp for a new but worthless one. Abanazar immediately rubs the lamp and the Genie has no option but to work to the new owner's command. The palace is razed to the ground and Abanazar disappears with the lamp to create a palace for himself in North Africa.

Scene 11

The distraught Princess is forgiven by Aladdin who vows to retrieve the lamp. He remembers the magic ring which Abanazar gave him and turns it on his finger. The Slave of the Ring appears and transports the couple to Africa.

Scene 12

Aladdin and the Princess enter Abanazar's African Palace and find the lamp securely locked away in an outdoor cage. It is inaccessible and guards discover them trying to effect an entrance. Abanazar is told and throws them into an adjoining prison cage tantalisingly close to the cage where the lamp resides. He leaves them to their fate in the merciless heat of the midday African sun. Aladdin once again turns to his ring and summons the aid of the Slave who effects the couple's release. Abanazar returns and is overpowered by Aladdin who springs from the cage through the now open door. Abanazar now finds himself under lock and key and Aladdin once more in possession of the lamp. Abanazar is banished from his own palace and sent out into the desert with minimal food and wine to sustain him before he makes a new life for himself elsewhere. Justice is served.

Scene 13

Community song sheet (back in Pekin)

Scene 14

Aladdin's Wedding Feast (Walk down and bows)

## "BABES IN THE WOOD"

**Prologue** Fairy Silverleaf outlines the plot.

ACT I

in which.....

Scene 1

The Sheriff of Nottingham makes his evil presence felt on Goose Fair Day. Muddles (Principal Comic) brings news of the two orphan children (The Babes) entrusted unwisely to the Sheriff's care. They stand between the Sheriff and a considerable fortune. He decides to eliminate them and enlists the aid of the two Robbers (Ne'er-do-well supporting comics). Maid Marion, the Sheriff's ward (Principal Girl) hears of this and enlists the services of Robin Hood (Principal Boy) and his band of outlaws, the Merry Men, to protect them. Penelope (the Dame) and Muddles, also take them under their wing in the Sheriff's castle where Penelope is appointed to act as their governess. The Babes run rings round the comics in a series of energetic games. The outlaws take arms against the Sheriff's men on behalf of the oppressed populace.

Scene 2

Penelope leads the Babes and all the town children to her school which is also attended by Muddles and the two Robbers dressed as overgrown schoolboys.

Scene 3

Schoolroom scene played for laughs.

Scene 4

On the way home from school the Robbers provide lollipops to make friends with the children but fail to find the two Babes. The Sheriff loses patience and lays plans to secretly admit the Robbers to the castle that night to capture the Babes, take them to Sherwood Forest and do their worst.

Scene 5

Penelope tells the Babes a whimsical bedtime story and the children settle down to sleep. The Robbers enter the Castle nursery by means of the window through which the Sheriff has stealthily lowered a rope and left them to do their dirty work. The Babes leave the castle with the Robbers in the same manner, having been persuaded that this will be a great adventure.

Scene 6

Safe in the outlaws' hideout in the forest, Robin decides to force the issue and take Marion and the Babes away from the castle and out of danger. He is unaware the Babes have already been taken by the Robbers.

Scene 7

Elsewhere in the forest, the Robbers decide to polish off the Babes who are in an exhausted sleep. The Robbers' resolve weakens as they cannot agree on a suitable method of disposing of the Babes. Eventually they crack and retreat back to Nottingham leaving the Babes to sleep peacefully covered by leaves brought by the birds of the forest under the guidance of the Fairy.

#### **INTERVAL**

#### **ACT II**

Scene 8

In their hideout, Robin and his men are alerted by a distressed Maid Marion to the fact that the Babes are missing from the castle. Robin deduces that the Babes have been taken to the forest and are in extreme danger. Search parties are sent out and the Babes are found unharmed. Penelope and Muddles have also been searching for the Babes and stumble on the hideout to be reunited with them and Marion. A big forest feast is prepared in celebration under the direction of food-loving Friar Tuck.

Scene 9

Back at the castle the Sheriff is waiting for the Robbers to report that their dastardly mission has been accomplished. They return from the forest only to admit failure. The Sheriff decides to make a further effort and recapture the Babes with continued assistance from the Robbers.

Scene 10

In the open countryside Penelope and Muddles go rambling and attempt unsuccessfully to con money out of Friar Tuck with a magic "invisible" hat. They fail and worse still have an encounter with a wild bear. They flee. Little John, Robin's trusty lieutenant, takes Marion and the Babes for milk and supplies from a nearby farm. Foolishly he leaves them for a few moments to go fishing in the stream and the Sheriff and Robbers are seen by Marion to be approaching. She tells the Babes to run after Little John for protection and delays the Sheriff by putting herself at risk. The tactic works but the Sheriff claims Marion as his hostage and the three take her back to the castle and captivity there. Robin and his men find the Babes and Little John. They plan to rescue Marion by presenting a small party of themselves as travelling minstrels that evening at the castle. The rest of the outlaws will storm the castle on a signal from inside by Robin and the minstrels.

Scene 11

At the height of the castle evening banquet the minstrels appear. They first entertain and then, as the Sheriff's suspicions are raised, Robin gives the signal. A full scale fight ensues with Robin and his men subduing the Sheriff and his cohorts. Marion is safe and Friar Tuck brings in the two Babes to be re-united with all their friends. Robin reads a Royal Charter appointing him Sheriff of Nottingham and giving him a free pardon. The outgoing Sheriff, originally appointed by the rascally Prince John, is deprived of all his power and thrown into prison to await trial. All this is by the authority of King Richard the Lionheart, returning victoriously from the Crusades. Prince John is deposed, lawlessness is defeated and allegiance is pledged to King Richard.

Scene 12

Penelope and Muddles invite a selection of children from the audience to punish the Robbers by giving them a good spanking.

Scene 13

Robin and Marion are wed. (Bows and walk down)

## "CINDERELLA"

in which.....

#### **ACT I**

Scene 1

Buttons and the Ensemble welcome back from holiday the Baron and the Ugly Sisters who bully their step-sister Cinderella. Snatchem and Grabbem try unsuccessfully to collect the debts the Baron owes. Buttons and the Baron meet Freddie the donkey. The Town Crier announces the Royal Visit of Prince Charming the following day.

Scene 2

Comedy at the blacksmith's as Baron and Buttons take Freddie to be shod.

Scene 3

Cinderella gathers sticks in the forest and unknowingly meets her Fairy Godmother. The Prince and Dandini (his equerry) exchange identities for a day. The Prince (as Dandini) meets Cinderella briefly, falls for her but she disappears in the confusion. The Comics take a picnic but Freddie comes out the best.

Scene 4

The Prince (as Dandini) issues invitation cards for the Palace ball where he hopes to trace Cinderella again. Buttons ensures there is an invitation for Cinderella but the Ugly Sisters take charge of the tickets.

Scenes 5/6

Buttons diddles Snatchem and Grabbem out of some cash. The Ugly Sisters depart for the ball having first taunted Cinderella and destroyed her ticket. Buttons declares his love for her and arranges a stay-at-home make-believe party. Despite his efforts she finally prefers to be left alone by the kitchen fireside. The Fairy Godmother appears and transforms kitchen objects into a crystal coach and ponies for the purpose of taking Cinderella to the ball. The only proviso is she must leave at midnight. Otherwise the spell will be broken.

#### **INTERVAL**

#### **ACT II**

Scene 7

The Hardup party arrives at the Palace closely followed by Buttons who wangles his way in.

Scene 8

In the ballroom the Ugly Sisters chase the Prince who manages to avoid them. Cinderella arrives and the Prince renews his courtship. She discovers his real identity and romance blossoms. Buttons arrives in style and meets all the girls. With the Baron he plays the traditional "echo" routine for cash (and for laughs). Time passes, the dance floor fills and the scene concludes with midnight striking. Cinderella panics and runs away as her ball gown changes to rags but she leaves a crystal slipper on the stairs.

Scene 9

The Prince vows he will not lose her for a third time and issues a proclamation that he will search the entire kingdom for the girl whose foot fits the slipper.

Scene 10

In the meantime back at Stonybroke Hall Buttons opens a beauty boudoir and sauna with explosive results. It becomes necessary to sweep all the chimneys and the Ugly Sisters get their come-uppance at the end of a sooty chimney brush. The Prince arrives and despite obstruction by the Ugly Sisters finds Cinderella once again as he finds the slipper fits perfectly.

Scene 11

Buttons is resigned to the fact that the Prince and Cinderella are ideally matched. He contents himself with singing of his love for her and gets the audience to join in his song "I Love Cinderella".

Scene 12

The Royal Romance. (Walk down and bows)

## "DICK WHITTINGTON AND HIS CAT"

in which.....

**Prologue** Fairy Moonbeam introduces the story and clashes with King Rat.

**ACT I** 

Scene 1 Alderman Fitzwarren bemoans the state of trade but is consoled by his

daughter Alice (Principal Girl). He berates his two lazy shop assistants Daphne (Dame) and Jack (Principal Comic). Dick Whittington (Principal Boy) appears, having tramped to London hoping to make his fortune along with his faithful cat, Tommy. They meet Alice who persuades her father to give Dick a job. Dick and Alice are attracted to each other but Daphne and Jack are put in the shade by Dick's keenness to work. Blot and Clot (supporting comics) seek to collect cash from Fitzwarren in payment of debts

owed by him.

Scene 2 Fitzwarren pays his debts but tricks Blot and Clot into gambling the money

away and giving it back to him.

Scene 3 Dick gets a rise in pay much to the annoyance of Daphne and Jack who,

prompted by King Rat, plot to get rid of Dick by raiding the shop till but framing Dick who is dismissed as a result. He leaves in disgrace and Alice is

distraught.

**Scene 4** Fitzwarren discovers his mistake and hopes to put matters right somehow.

Scene 5 Fitzwarren's ship comes home laden with new supplies for the shop. The

Captain plans a quick turnround and Fitzwarren decides to accompany him on the new voyage. Fitzwarren takes Alice with him as a treat. Blot and Clot are recruited as crew and Daphne and Jack secretly join the ship as

stowaways.

Scenes 6A and 6B On Highgate Hill, Dick has a dream and is prompted to turn again towards

London. Unfortunately he does so on his own as Blot and Clot have

kidnapped Tommy and press ganged him to act as ship's cat.

**INTERVAL** 

**ACT II** 

Scene 7 Dick has joined the ship as one of the crew and he and Fitzwarren are

reconciled. Dick is delighted to find both Alice and Tommy also on board. Daphne and Jack are discovered hiding in two barrels and are put to work as crew. King Rat appears and calls on the elements to produce a fearsome

storm which causes the ship to founder.

**Scene 8** Daphne and Jack have survived and are drifting helplessly at sea on a raft.

They meet an octopus with disastrous results.

Scene 9

Dick is washed up on the shore of Morocco and thankfully finds Alice has also survived. The Captain and Blot and Clot also appear from different parts of the shore but there is no sign of Tommy or of Daphne, Jack and Fitzwarren.

Scene 10

In the Palace of the Emperor of Morocco, the Vizier expects an important visitor in the form of a glamorous Egyptian princess. Instead Daphne turns up in a curtained litter carried by Fitzwarren and Jack. They also have survived the shipwreck. The Vizier is displeased and the three run off chased by guards. At this point the Emperor expresses his dissatisfaction at the Vizier's inability to rid the Palace of a plague of rats and threatens his officials with reprisals. The guards report the discovery of strangers within the Palace grounds and produce Alice, Dick, the Captain and Fitzwarren. The Emperor threatens to execute them but the appearance of many rats distracts him. He appeals for help and Dick claims he can solve the problem. The Emperor offers the prisoners their freedom if Dick can do so. There is a cry from the grounds and Blot and Clot bring on Tommy who they have just met up with. Dick sets Tommy loose among the rats and he disposes of them all. All but one. King Rat appears and a duel to the death ensues. Tommy is victorious and the Emperor spares everyone's life. He provides a generous chestful of riches as a token of his thanks and Dick returns to London in triumph along with Alice and all their friends.

Scene 11

Dick is created Sir Richard Whittington and is appointed Lord Mayor of London. His wishes have come true and he marries Alice. Daphne and Jack celebrate in song with the audience.

Scene 12

The Wedding (Bows and walk down)

## "HUMPTY DUMPTY"

Prologue A young page recites the traditional rhyme and Virago (the Wicked Witch)

makes it clear that there is much more to the story.

**ACT I** 

Scene 1 A happy snapshot of life in the carefree kingdom of Omelette before the

foreshadowed fall of the egg. We meet the benevolent old King and his lovely daughter Princess Julia (Principal Girl) who has her eyes on the handsome Captain Paul of the King's Guard (Principal Boy). Virago casts her spell and disaster strikes. The King's crown goes missing and he loses his power and all respect. Humpty emerges from the broken eggshell and proves to be a confused and cheeky young kid lucky enough to be given three wishes by the Fairy. He wishes for a mother and Dolly (the Dame) finds herself with an addition to the family, a brother for gormless Bobby (Principal Comic). The King issues a proclamation offering the hand of the Princess in marriage to anyone brave and resourceful enough to find and

restore his crown.

Scene 2 The King seeks substitute headgear which is provided by Dolly and Co.

presenting herself as the local hatter assisted by Bobby and Humpty.

Scene 3 At the Changing of the Guard ceremony the Princess encourages Captain Paul to venture forth in search of the missing crown. He declares his

intention to the King who approves and with great ceremony Paul departs.

Scene 4 In Paul's absence, Humpty has the temerity to ask if he can be her boyfriend.

The Princess humours him. Meanwhile Virago reappears and reveals that the crown is in her possession. She now seeks to depose the King and rule the land by duping the innocent young Humpty to assist her. She first decides to

hide the crown far away in the icy wastes of Snowland.

Scene 5 Away from the fuss and bother, Dolly's household decides on a fish and chip

supper and a bout of wallpapering to follow.

Scene 6 Many miles away in the Valley of Desolation, Paul is still unsuccessful in his quest until he stumbles across a clue, a single jewel from the King's crown.

The Fairy appears, applauds his efforts and points him in the direction of

Snowland where he will discover the crown embedded in ice.

Scene 7 Guided by the Fairy, Paul arrives and sees the crown. The Fairy calls upon

the rays of the sun to free the crown. The successful struggle to accomplish

this is depicted in ballet form.

#### **INTERVAL**

#### **ACT II**

Scene 8

Paul's triumphant return with the crown is imminent and the Palace Band rehearse a musical welcome with comic results. Paul and Julia greet each other and the chest containing the crown is produced for the King's approval. As the lid is lifted Virago's laugh is heard. She casts a spell and the chest is found to be empty. Paul is thrown into jail in disgrace.

Scene 9

The crown is once more in Virago's possession. She commands the appearance of Humpty to assist her unwittingly to take over the Kingdom. Humpty is persuaded to use the second of the wishes the Fairy bestowed on him. He wishes he were King so that he can command the Princess to marry him. Virago lends him the crown to assist him on condition that he then relinquishes it and makes Virago ruler of the land. Humpty departs full of his own importance. The Fairy warns Virago her evil plans will come to naught and that Paul will prove to be the man to save the Kingdom from her evil clutches.

Scene 10

Humpty has fun asserting his fragile authority but comes unstuck with Dolly. Bobby celebrates his forthcoming birthday but Dolly has the last laugh. The Princess rejects Humpty's advances. Virago demands the return of the crown and for Humpty to proclaim Virago ruler in accordance with their bargain. Humpty refuses. In a rage Virago seizes the Princess and takes her as hostage to the Witches' Lair high on a rocky mountainside. Humpty realises what a mess he has made of things and seeks the Fairy's advice. The Fairy points the way for him and he uses his third wish to make the real King once more the undisputed King complete with crown. Humpty explains to the King that Virago now holds the Princess hostage and the King realises that Paul is the only one capable of rescuing her.

Scene 11

The King visits the dungeons and asks for Paul's forgiveness for having wronged him. Once Paul understands the situation he vows to rescue her and sets out. Bobby, Humpty and Dolly arrive too late to wish him luck and get lost in the dungeons as they encounter a succession of ghosts.

Scene 12

The witches celebrate the capture of the Princess in Virago's lair and leave her sobbing on the floor of the cave three hundred feet up a sheer rock face. Suddenly she hears Paul's voice as he daringly climbs up the rock and finally inches his way into the cave. Their happy reunion is rudely interrupted when Virago appears in the cave mouth. Paul and Virago engage in a life and death struggle. Virago produces a dagger. She is eventually caught off balance and knifes herself staggering over the edge of the rock to her death. The Fairy appears and transports Paul and his Princess home.

Scene 13

Bobby relates the good news to Dolly and they celebrate in song with the audience.

Scene 14

Bows and walk down.

## "RED RIDING HOOD"

in which.....

**Prologue** Fairy Silverleaf is challenged by King Wolf.

**ACT I** 

Scene 1

School-time in the village introduces Red Riding Hood (not Principal Girl but a lively juvenile). We meet Jill (Principal Girl) who runs Grannie Hood's shop with no assistance at all from Simple Simon (Principal Comic). Simon displays his prize pie and enlists the children in the audience to become members of the Simple Simon Pie Guard. The weak-willed Baron, squire of the village, arrives to collect the rents, accompanied by his two dim-witted sons. He acts for Prince Valiant ruler of the land, but of late has failed to hand over the monies to the Prince and collared it for himself. This practice has come to the notice of King Wolf who terrorises the village and decides to use the Baron for his own evil purposes. The Baron attempts to collect the rent from Grannie Hood (Dame) and Simon but he fails and retreats. King Wolf prowls the village and attempts to abduct Red Riding Hood. He is foiled by the arrival of a handsome stranger, Colin (Principal Boy) who is actually the Prince incognito. The Prince is visiting the village to see for himself what the Baron may be up to. Colin meets Jill and seeks work from Grannie Hood posing as a humble woodcutter. He is offered work as a general handyman and Jill introduces him as such to the villagers.

Scene 2

The Baron receives a message from King Wolf to meet up with him. He dare not refuse. King Wolf appears and frightens the Baron and his two sons into scheming to lure Red Riding Hood to the Baron's home where King Wolf will claim her for his own. The Baron decides to hold an Autumn Ball for this purpose.

Scene 3

Inside Grannie Hood's shop she demonstrates to Simon an amazing new product for her car accessories department. Children then arrive as regular customers for a variety of articles and run rings round the two comics who serve them. Colin and Jill have fallen in love and their romance blossoms. They notice Red Riding Hood is missing and fear for her safety but she turns up, albeit a little late. She bears three invitations to the Baron's Autumn Ball. Jill and Red Riding Hood are pleased. Grannie gives her ticket to Colin because she will be there anyway, having been asked to do the washing up with Simon. It transpires this will be a masked ball.

Scene 4

The Baron and sons prepare for the ball and practise their dancing. King Wolf announces his plans.

Scene 5

The masked ball begins and the Baron welcomes Jill, Red Riding Hood and their unknown masked escort (Colin), whose identity is not disclosed. Grannie and Simon appear as guests making the most of the evening. Simon announces his intention to become wealthy and Grannie puts him through his paces as a prospective contestant in a well-known TV quiz. The ball continues and the Baron invites everyone to take a stroll in the garden. The ballroom empties, a wolf howl is heard and King Wolf appears. He discovers

a purse which Red Riding Hood inadvertently dropped and lies in wait for her. She returns and King Wolf pounces. She screams and runs away. Again the Wolf is thwarted by the arrival of Colin. King Wolf flees but Red Riding Hood has disappeared. Colin vows to find her and destroy the Wolf once and for all.

Scene 6

Red Riding Hood has fled into the wood where she meets the Fairy who offers her the protection of a magic brooch. She must wear this always and she will be safe from danger. King Wolf appears and is powerless to harm her once she produces the brooch. He runs away defeated. The Fairy takes Red Riding Hood to show her the wonders of Fairyland.

Scene 7

Fairyland ballet.

#### **INTERVAL**

ACT II

Scene 8

The woodland gypsies are in their encampment and celebrate autumn in song and dance. Their Queen, Zara, is troubled however and warns that King Wolf is on the prowl once more. Colin arrives in his search for the Wolf and explains his mission and the danger the missing Red Riding Hood faces. Zara is aware of the Baron's involvement and advises Colin to keep a close watch on him in the knowledge that the Baron will eventually lead Colin to the Wolf. The gypsies leave to wish Colin Godspeed. Grannie and Simon stumble across the empty encampment in the course of a keep-fit training run. Grannie arranges to finance Simon in a sponsored wolf hunt. King Wolf discovers them and chases them away. He is heard by Colin and the gypsies who return but King Wolf eludes them. Colin sets off to return to the village, at the same time renewing his quest.

Scene 9

The Baron and sons meet up once more with King Wolf. The Baron is ordered to plan a new scheme for the Wolf to waylay Red Riding Hood. The Baron knows she visits her Grannie who lives in a cottage in the wood on a certain day each week. King Wolf plans to arrive at the cottage first and frighten Grannie away. He will then lay in wait in the cottage for Red Riding Hood to arrive on her weekly visit. In preparation the Baron sends a false message to Colin to get him out of the way.

Scene 10

Grannie arranges a competition in her shop to promote the sale of sweets and invites a selected number of children from the audience to participate. Grannie then leaves the shop to go home to her woodland cottage. Colin returns to the shop with Jill. Simon receives an anonymous message (the false one) handed to him by the Baron's sons. The message is addressed to Colin who is deceived into attending a so-called meeting to learn the whereabouts of the Wolf's lair. He departs. Red Riding Hood sets off to visit her Grannie in the cottage. Colin returns from his wild goose chase and discovers she has gone. He sets off in pursuit.

Scene 11

In the darkest depths of the wood King Wolf martials his forces to celebrate with him in what he expects to be his hour of triumph. The Fairy warns him not to be so sure.

Scene 12

Grannie is sitting in her rocking chair awaiting Red Riding Hood's visit. She decides this is not going to happen and prepares for bed, performing a comic stripping routine in the process. She settles down in bed. King Wolf knocks at the door. Thinking it is after all Red Riding Hood, Grannie calls "Come in". The Wolf bursts in, chases Grannie out and dons her bonnet and shawl (dropped in the chase). There is another knock at the door and the Wolf in an assumed voice bids Red Riding Hood to enter. Unthinkingly she takes off her cloak thus discarding the protective brooch leaving the way clear for the Wolf to go through time honoured routine of "What big ears you've got, Grannie" etc. The Wolf pounces and chases Red Riding Hood round the room. Colin bursts through the door carrying an axe. He saves Red Riding Hood by attacking the Wolf and killing him with one blow. There is great cheering from Jill and the arriving crowd to whom Colin now reveals his real identity as Prince Valiant. The Baron and sons are reprimanded and pardoned on condition that all illgotten gains are handed back to the villagers. The wedding of Prince Valiant and Jill is arranged for the village church.

Scene 13 Grannie and Simon persuade the audience to join them in song.

Scene 14 Bows and walk down.