

SYNOPSIS OF PANTOMIMES

ALADDIN

STEPHEN DUCKHAM (2003)

One of the most performed of all pantomimes, this colourful story set in Peking, China (with a quick trip to Egypt!) encompasses all the ingredients needed for a family entertainment. Quick-witted Aladdin constantly avoids the bumbling Peking police force (in the shape of a female Sergeant and a rather clumsy PC) and gets to meet the beautiful Princess Jasmine. His mother, Widow Twankey, wants him to help in the laundry, but he daydreams of bigger and better things. These are almost realised when the evil Abanazar tricks him into entering an eerie cave to retrieve a magic lamp. Once the secret of the lamp is revealed by a rap-speaking Genie, a number of adventures follow before the happy multiple-wedding finale.

Characters: Abanazar, Slave of the Ring, Sergeant Chop, PC Suey, Aladdin, Wishee Washee, Widow Twankey, Emperor, Princess Jasmine, Notsoshy, Genie of the Lamp.

Scenes: Abanazar's Lair (Tabs), Peking (Full set), Outside the Laundry (Front cloth), Boudoir (Inset and tabs), Inside the Laundry (Half set), Outside the Cave (Front cloth), Inside the Cave (Full set), Aladdin's Palace (Full set) In the Air (Optional). All front cloth scenes can be played on tabs.

BABES IN THE WOOD

STEPHEN DUCKHAM (2007)

The evil Sheriff of Nottingham has found out that his niece and nephew (the two Babes of the title) have inherited a fortune on the death of their father. Eager to get his hands on the money he plots their disappearance with the help of his two idiotic henchmen, Floggem and Whippem, and Nell Nightshade, the witch of Sherwood. But the Sheriff hasn't reckoned on Robin Hood and his Merry Men. The outlaw of Sherwood Forest is all for thwarting any plans the Sheriff has for adding to his wealth and with the help of the lovely Maid Marion and the comical Babes Nurse, Jemima Jollop, they set out to right the wrongs and bring about a happy ending. Greenwillow, the goodly Sprite of Sherwood, is on hand to keep watch over the proceedings.

Characters: Robin Hood, Sheriff of Nottingham, Maid Marion, Nurse Jemima Jollop. Jack & Jill (the Babes), Floggem, Whippem, Nell Nightshade, Greenwillow, Ghost, Skeleton, Headless, Robin's Men. Chorus.

Scenes: Nottingham Town (Full set), Corridor in the Castle (Front cloth), The Haunted West Wing (Half set), Sherwood Forest (Full set), Locksley Castle. All front cloth scenes can be played on tabs.

BEAUTY AND THE BEAST

STEPHEN DUCKHAM (2005)

Prince Rowan is travelling the country with his friend Thomas before settling down to marry the Princess Horridana according to a betrothal at birth. With him are his nurse Madam Lotte and her son Charlie. They arrive at the village of Prettybelle where Rowan meets Beauty, the daughter of Panisse, a local merchant. He falls instantly in love with her and vows to return after breaking his engagement to Horridana. Panisse learns that his latest cargo has been lost at sea and he is penniless. Back at his castle Rowan feels the full wrath of Horridana's anger when he tries to break the marriage agreement. She informs him she is a Sorceress and if she can't have him no one shall. She uses her powers to turn him into a hideous Beast. A year passes and Panisse learns that some of his cargo may have been saved and goes to the port to retrieve it. Losing his way in a storm he comes upon the castle and taking a white rose as a gift for Beauty meets the Beast who accuses him of stealing. For his crime Panisse must either face death or send his beloved daughter to stay at the castle. The remainder of the story is how Beauty tames the Beast and eventually falls in love with him, breaking the spell and destroying Horridana.

Characters: Beauty, Prince Rowan/Beast, Horridana, Panisse, Madam Lotte, Charlie, Thomas, Fifi, Rose Fairy, Beast double, small speaking parts. Chorus.

Scenes: A Rose Bower (Tabs), Village of Prettybelle (Full set), Corridor in the Castle (Front cloth), Woods (Front cloth), Garden Terrace (Half set), Panisse's House (Small inset), The Hall of Mirrors (Full set), Horridana's Domain (Tabs), The Long Gallery (Half set), Ballroom (Full set). All front cloth scenes can be played on tabs.

CINDERELLA

STEPHEN DUCKHAM (2002)

The age-old favourite story containing all the familiar characters with a few twists. We see the tale unfold more through the eyes of the Fairy Godmother (of Fairy Godmothers dot com) who is now in the technological age complete with mobile phone that doubles as her wand. Prince Charming needs to take a wife, but for one more day he wants to taste the freedom of an ordinary man; so at a Royal Garden party he swaps places with his manservant, Dandini. Collecting wood for the fire, Cinderella gets to meet the Prince and, thinking that he is a commoner, is immediately attracted to him. Although invitations to the ball have been sent to everyone, Cinderella's Step-Sisters stop her from going by destroying hers. But with the help and guidance of the Fairy Godmother and faithful Buttons, Cinderella does get to the ball transformed into the Prince's Crystal. This time it is the Prince who is captivated and after numerous mix-ups the couple are finally brought together and all ends happily.

Characters: Cinderella, Prince Charming, Dandini, Buttons, Baron Hardup, Gorgon and Zola (the Ugly Sisters), Gabbit & Snatchit (the Broker's Men), The Fairy Godmother, Major Domo, Chorus.

Scenes: Office of the Fairy Godmother (tabs), Outside Hardup Hall (Full set), A Street (Front cloth), The Royal Lodge (full set), Sister's Boudoir (Inset), Kitchen (Half set – transforming to full), Ballroom (Full set). All front cloth scenes can be played on tabs.

DICK WHITTINGTON

STEPHEN DUCKHAM (2000)

Dick Whittington, together with his faithful cat Tommy, arrive in London with the idea that the streets are paved with gold! He soon finds out that this is just a myth and that he has no job and nowhere to live. A chance meeting with the lovely Alice Fitzwarren leads to him getting a position in her father's (Alderman Fitzwarren) shop. But there is dirty work afoot created by Ratface, king of the rats, who wants to become the next Lord Mayor of London. He enlists the help of Captain Cod and Skate the Mate to frame Dick for a crime he didn't commit. Banished from London, Dick again finds himself alone with his cat. But then he hears the sound of Bow Bells which seems to be calling him back. With Alice's help he clears his name and sets out on a voyage to seek his fortune. With Idle Jack and Sarah the Cook aboard ship, they all set sail for more adventures which takes them to Morocco and finally back to London where Dick becomes the new Lord Mayor.

Characters: Dick, Alice, Alderman Fitzwarren, Tommy the cat, Idle Jack, Sarah Suet, Captain Cod, Skate the Mate, Ratface, Fairy Bow-Bells, Sultan of Morocco, Wazir, Chorus.

Scenes: The Sewers of London (tabs), London Town (Full set), Behind Fitzwarren's Store (Front cloth), Highgate Hill (Full set), The Cargo Hold (Front cloth), On Deck (Full set), The Shores of Morocco (Front cloth or tabs), The Sultan's Palace (Half set), The Mansion House (Full set). All front cloth scenes can be played on tabs.

GOLDILOCKS AND THE THREE BEARS

STEPHEN DUCKHAM (2006)

Goldilocks has run away from her greedy money-lending guardian Gaspar Grey, and joined "Sophie Sawdust's Spectacular Circus". There, with a host of colourful characters, she finds happiness; but it is short lived as Gaspar and his two cohorts, Swindle and Filch, arrive to take her home. She is about to come into a large inheritance, which Gaspar intends to steal. If Goldilocks doesn't return with him, Gaspar will call in a loan he made to Sophie thereby putting the Circus out of business. Again she runs away and this time discovers the home of the Three Bears. They befriend her and all four of them devise an act that becomes the hit of the Circus. But the story doesn't end there as Gaspar hatches an even more dastardly plot to kidnap the Bears and lock them up in the eerie Deadwater Manor. It is there, with the help of some strange ghostly ancestors, that Goldilocks finds the answer to her inheritance and Gaspar is exposed for the cheat he is.

Characters: Goldilocks, Sophie Sawdust, Tommy, Jocko the Clown, Ricki the Ringmaster, Gloria, Gaspar Grey, Swindle, Filch, Madam Zarina, Father Bear, Mother Bear, Baby Bear - plus five minor parts.

Scenes: Outside the Big Top (Full set), Behind the Big Top (Front cloth), Sophie's Caravan (Inset with tabs), The Three Bear's Cottage (Half set), The Dressing Tent (Inset), Inside the Big Top (Full set), The Woods (Front cloth), Deadwater Manor (Half set) All front cloth scenes can be played on tabs.

HUMPTY DUMPTY STEPHEN DUCKHAM (2014)

Twenty years before the story starts, a wicked Sorcerer tried to usurp the good King Cole of Eggshellia and claim the throne for himself. Fortunately, he was unsuccessful and was banished, but before he left he uttered a curse that the Kingdom would be drained of sunlight and happiness. The Court Magician at the time managed to suspend the curse and trap it in a giant egg. The egg sits on the wall of the palace and as long as it remains intact, Eggshellia is safe. Every year the egg is celebrated by everyone. Humpty Dumpty is guardian of the egg together with Sergeant Lock and Private Bolt, the King's men. Mother Hubbard, who runs the royal bakery, and her assistant Tommy Tucker are preparing all the food and the populace is ready for the party. Just as the festivities get underway, Madam Miniver makes her entrance with her servant, Snivel. Who are they and why have they arrived at that moment? And what is her link with the banished Sorcerer? Is the 'egg' about to fall and release the curse? All is revealed in this new and original story based around the age old rhyme.

Characters: Humpty Dumpty, King Cole, Mother Hubbard, Tommy Tucker, Polly Flinders, Princess Melanie, Sergeant Lock, Private Bolt, Mystic Myrtle, Madam Miniver, Snivel, The Boggart, Swamp Creature, Chorus (The Boggart and Swamp Creature are cameo roles and can double as Chorus.)

Scenes: The Museum of Curios and Curiosities (Tabs) Outside the Palace of Eggshellia (Full set), The Palace Garden (Front Cloth), The Palace Throne Room (Half set), The Edge of the Kingdom (Front Cloth), The Swamps of Agradore (Full set), The Palace Ballroom (Full set – Finale). All front cloth scenes can be played on tabs.

JACK AND THE BEANSTALK

STEPHEN DUCKHAM (2013)

Giant Blunderbore lives in his castle in the clouds and takes pleasure in stealing property from the poor people in the town below if they fail to pay his tax. Dame Daphne Durden is the owner of the local dairy and has two sons Jack and Simon. They are just about making ends meet, but at the May Day Fair their produce doesn't sell and they are in danger of losing everything. There is only one solution; they have to sell Daisy, their prize milking cow. Jack is given the unenviable task and sets off for market. The Giant's henchman, Slime, offers Jack five gold pieces for Daisy, more than enough to pay off the Durden's debts. But the gold is enchanted and turns into five worthless beans the minute Jack gets home. Dame Durden is furious with her son for being so foolish and throws the beans out into the garden. During the night Fairy Green Bean works her magic and a great beanstalk grows reaching up into the sky. Next morning it becomes clear that Slime has not only got Daisy but also Squire Goodknight's daughter, Miranda. Jack is determined to save Miranda and Daisy and also get back the property stolen from his family over the years by the Giant. He climbs the beanstalk (followed by his family) and finds the way to the castle. Many adventures follow above the clouds before Miranda and Daisy are rescued together with the Squire's niece, Harriet. Once back at the foot of the beanstalk, Jack chops it down and saves the town from the Giant.

Characters: Jack, Dame Durden, Simon, Squire Goodknight, Miranda, Daisy the Cow, Slime, Fairy Green Bean, Giant Blunderbore, Harriet, Chorus.

Scenes: Above the Clouds (tabs), The Town Centre (Full set), The Road to Market (Front cloth), The Durden Cottage (Half set), The Durden Garden (Full set), Cloudland (Half set), The Way to the Castle (Front cloth), The Giant's Kitchen (Half set), A Balloon [Optional] (Inset and tabs), Goodknight Hall (Full set) All front cloth scenes can be played on tabs.

MOTHER GOOSE

STEPHEN DUCKHAM (2011)

The Queen of Gooseland has a daughter, Priscilla who has the gift of laying eggs of pure gold. She decides to help a poor old woman living in the village of Ganderville. The woman, Mother Goose, is a kindly old lady with two sons Jack and Billy. But life has been hard for her and a large amount of back rent is owing to Squire Stoneyheart. The Squire threatens to evict the Goose family if they don't pay. Jill, the Squire's niece, is in love with Jack and begs her uncle to help Mother Goose, but he refuses. Grizelda Golddigger, the estranged sister of the

Queen, has the Squire in her power and when she learns that Priscilla is to help Mother Goose, sees a way to steal her away and have the gold for herself. Once Priscilla has begun to lay her eggs the family become rich and are able to pay off all their debts. But as well as wealth Mother Goose craves beauty. She is duped into parting with Priscilla in return for beauty, which only lasts for a short time. Aware of how foolish she has been, she sets out with the rest of the family to search for Priscilla. After a number of adventures, they arrive at the Queen of Gooseland's court. Mother Goose succeeds in persuading the Queen that Priscilla should return home with them when Grizelda appears and is finally dealt with by Jack.

Characters: Queen of Gooseland, Priscilla (the Golden Goose), Grizelda Golddigger, Jack, Jill, Squire Stoneyheart, Mother Goose, Billy Goose, Mountain Beast, Prime Minister of Gooseland.

Scenes: Gooseland (Tabs), Village of Ganderville (Full set), Outside Mother Gooses' New House (Front cloth), Kitchen (Half set), The Golden Ballroom (Full set), The Magic Blue Grotto (Full set), The Snow Mountains (Half set), Gooseland Throne Room (Full set). All front cloth scenes can be played on tabs.

PIED PIPER OF HAMELIN

STEPHEN DUCKHAM (2011)

The city of Hamelin is overrun with rats. They are causing havoc and their master, the Rodent Lord, is waiting for the opportunity to take over. He already has the Burgomaster in his power and will stop at nothing to achieve his aim. Frieda Von Froth and her son Willy run the local Beer Garden and are fed up with the rats eating everything they find. Lorelei, the good White Witch of the mountain, informs the mysterious Pied Piper of the problem. He enters the town and tells the people that he can rid Hamelin of the rats by playing a special tune on his pipe – for a fee of 1.000 guilders. Karl, the town council's book-keeper, and Liesl, the Burgomaster's daughter, try to persuade the Burgomaster to accept the offer and reluctantly he does so. The Piper fulfils his promise, but the Burgomaster fails to pay him what he is owed. At the celebrations in Frieda's Inn – where Willy is constantly fighting off the amorous advantage of the waitress Gretchen – the Piper plays another tune and all the children of the town follow him to the magical Koppelberg Mountain. Once the townspeople see what has happened they berate the Burgomaster for renegeing on the deal and it is left to Karl to persuade the Piper to return the children. The Rodent Lord attempts to take control of the city and once again it is Karl and the Piper who save the day.

Characters: The Rodent Lord, Lorelei, Pied Piper, Karl, Leisl, Burgomaster, Frieda Von Froth (Dame) Carrots, Willy, Gretchen, The Mountain King.

Scenes: The Countryside (Front cloth), The City of Hamelin (Full set), The River Weser (Front cloth), Frieda's Boudoir (Inset with tabs), The Beer Garden (Full set), Koppelberg Mountain (Front cloth), The Hall of the Mountain King (Full set), The Burgomaster's Hall (Full set). All front cloth scenes can be played on tabs.

PINOCCHIO

STEPHEN DUCKHAM (2012)

In a small town in Italy Geppetto, the toymaker unveils his new toy to an excited public. All the children in the town love his toys, but the one thing Geppetto has always longed for is a child of his own. He decides to carve a puppet – a wooden boy – and calls him Pinocchio. The Blue Fairy hears Geppetto wishing that the puppet could be real and grants the wish. Pinocchio can now move without the aid of strings but to become a real boy he must prove himself as a trustworthy and honest person. She enlists the help of Jiminy cricket to keep an eye on the little puppet. Across the road from Geppetto's is a food shop run by Mama Macaroni and her son, Lampwick. She is a larger than life 'Italian Mama' with a soft spot for Geppetto. Lampwick befriends Pinocchio and takes him to school. But the outside world holds many fascinations for Pinocchio and he is soon duped by the wily Fox and Cat into missing school and attending the evil Stromboli's marionette show. Stromboli sees there is money to be made by a talking puppet with no strings and captures Pinocchio. He is rescued in the nick of time by Jiminy and the Blue Fairy only to be in trouble again when enticed by the wonders of Pleasure Island. Further adventures follow on a Pirate Ship and inside a Whale before Pinocchio final learns his lessons and is turned into a real boy.

Characters: Pinocchio, The Blue Fairy, Geppetto, Mama Macaroni (Dame), Lampwick, Fox, Cat, Stromboli, Jiminy Cricket, Pirate Leader. Chorus of Townspeople, Pleasure Islanders and Pirates.

Scenes: Gauze (or tabs) Italian Village (Full set), Beach (Front cloth), Geppetto's Shop (Half set), Marionette Theatre (Half set), Pleasure Island (Full set), All at Sea (Front cloth), Pirate Ship (Full set), Inside the Whale (Inset & tabs). All front cloth scenes can be played on tabs.

PUSS IN BOOTS

STEPHEN DUCKHAM (2007)

The Old Mill in the town is up for sale since the Miller passed away. There is to be an auction of all the contents as Millers son, Colin, can't be traced. The Ogre, who lives outside the town, is determined to get his hands on the Mill and instructs his servant, Grimm, to obtain it at all costs. The Ogre has also taken a liking to Princess Melinda, daughter to King Bumble and Queen Bee, and wants her for his wife. Just as the auction is about to start, Colin turns up and, with the help of Patchum the local cobbler, claims his inheritance. In the Mill they find Puss, a very intelligent cat. Colin needs a new pair of boots and Patchum has just the thing. A pair made from special leather. In a flash Puss puts them on and magically gains the power of speech. Grimm kidnaps Melinda and takes her to the Ogre's castle, but Colin, Patchum, the King and Queen and Puss in Boots are soon after them and succeed in ridding the land of the Ogre. And in doing so Colin wins the hand of Princess Melinda.

Characters: Colin, Patchum, King Bumble, Queen Bee, Princess Melinda, Wheeler, Dealer, Grimm, Ogre, Puss in Boots. Chorus

Scenery: Outside the Ogre's Castle (Front cloth), The Mill (Full set), A street (Front cloth), Inside Patchum's Shop (Half set), The Royal Woods (Full set), The Keep in the Ogre's Castle (Half Set), The Palace Ballroom (Full set) All front cloth scenes can be played on tabs.

RED RIDING HOOD

STEPHEN DUCKHAM (2017)

The village of Fermley on the Fiddle is in a state of shock. A new railway line (or by-pass) is being planned that will cut through the village. Roberta Hood (Red) runs a small guest house and is worried that her business will suffer. Other members of the village such as Peter the woodsman, Bo Peep and Lionel Lupin are also against the plan. Opposite Red's place is the Village Hall run by ex-entertainer Florence Farquharson (Aunt Flo) and her nephew, Timmy. There, a surprise birthday party for Red is being arranged. We learn that right in the path of the new route are the houses of the Three Little Pigs. They have refused to leave their homes, so the evil Baroness de Brexit (who is behind the new scheme) descends on the village to use her magic and have them destroyed. Changing the meek and mild Lionel Lupin into a wolf, the Baroness commands him to perform the task. When this fails she turns her attention to an alternative route – one that runs straight through Granny Hood's cottage. Red, who has received a birthday present of a new cape and hood, is on her way to visit Granny; so the race is on to get to the cottage and save them both from the wolf and put paid to the Baronesses plan once and for all.

Characters: Roberta Hood (Red), Peter the Woodsman, Florence Farquharson (Aunt Flo), Lionel Lupin, Tongue-tied Timmy, Bo Peep, PC Billy, Baroness de Brexit, Dull, Pinky, Perky, Porky, Granny Hood. Chorus of Villagers

Scenes: The Village of Fermley on the Fiddle, The Edge of the Village, The Village Hall, The houses of the Three Little Pigs, The Gnarled Forest, Granny Hood's Cottage. Front cloth scene can be played on tabs.

ROBINSON CRUSOE

STEPHEN DUCKHAM (2010)

The story of Robinson Crusoe is retold in this family pantomime that contains everything that the seasonal entertainment requires – but with a number of twists and surprises. Robinson lives in the port of Hull with his mother Mrs Clarissa Crusoe and his bother Billy. Rather than help his mother in Clarissa Crusoe's Old Curiosity Shop, Robinson is always found by the docks dreaming of a life at sea. Long suffering brother Billy would rather Robinson help him in the shop, but girlfriend Susie shares Robinson's desire for adventure, if only to get away from working in her uncle's bank. 'Lotsadosh Bank' is owned by the miserly Monty Moneybags who holds the mortgage on the Crusoe shop, a mortgage which is six months in arrears. Among the second-hand items for sale in the shop, the Crusoe family find a treasure map. This is all Robinson needs to fulfil his ambition and when a couple of ex-fishermen turned no frills cruise ship proprietors (Seafaring Sam and Paddling Pete) announce they are looking for crew, Robinson signs up. Thinking that finding any treasure could be a way of paying off the mortgage, Mrs Crusoe and Billy decide to go with him. With the idea of getting his hands on the treasure, Monty goes along for the ride. There then follows a number of adventures on and under the sea, on a desert island (where Robinson finds a new

mate in a very different Friday) and finally in the mysterious Skull Valley. Watching over the proceedings is Ruler of the Waves, Britannia, while the awful Davy Jones is doing his best to restock his locker with any lost souls. This pantomime can be staged as simply or as lavishly as facilities dictate.

Characters: Robinson Crusoe, Mrs Crusoe, Billy Crusoe, Susie, Monty Moneybags, Seafaring Sam, Paddling Pete, Friday, Island Queen, Britannia, Davy Jones, Chorus.

Scenery: Under the Sea (Tabs), Outside Mrs Crusoe's Shop (Full set), Below Decks (Front cloth), On Deck (Full set), Crusoe Island (Full set), Part of the Beach (Front cloth), Skull Valley (Full set), The Port of London (Full set). All front cloth scenes can be played on tabs.

ROBIN HOOD

STEPHEN DUCKHAM (2012)

The Sheriff of Nottingham has two aims in life, to increase his money mountain and to catch the outlaw Robin Hood. Robin also has two aims, to help the poor of Nottingham and to clear his name and regain the family home. The Sheriff's ward, Marion, has a larger than life aunt who has just arrived in Nottingham with the news that Marion is the sole heir to her late father's estate. Desperate to get his hands on that money, the Sheriff enlists the help of Nell Nightshade, the local witch, and also that of his two bumbling henchmen, Floggem and Whippem. Many adventures follow including a madcap dinner party – (with entertainment by Will Scarlett, a rather camp balladeer.) – a trip to the haunted dungeons and a hair-raising race to Sherwood Forest. With the intervention of a Hooded Stranger all ends happily with the wedding of Robin and Marion.

Characters: Robin Hood, Sheriff of Nottingham, Maid Marion, Aunt Effie, Floggem, Whippem, Nell Nightshade, Will Scarlett, Stranger, Robin's Men: Little John, Friar Tuck, Alan-a-Dale, Much and Toby.

Scenes: Nottingham Town (Full set), Behind the Castle (Front cloth), The Banqueting Hall (Half set), The Dungeons (Half set), Sherwood Forest (Full set), On the way to Sherwood (Front cloth), A Hay cart (Inset & tabs), The Great Hall at Locksley Castle (Full set). All front cloth scenes can be played on tabs.

SINBAD THE SAILOR

STEPHEN DUCKHAM (2004)

An Arabian Night pantomime adventure for companies large and small with a strong storyline and detailed staging notes for theatres with limited space. Sinbad is returning from his sixth voyage to his hometown of Chandra. He is welcomed by his mother and friends as well as the beautiful Princess Parissa. Chandra is protected from harm by the mystical powers of the fabulous Cobra Jewel, but the country's peace and prosperity is threatened when the evil magician Mephisto steals the Jewel. Soon Sinbad and his friends are off on another voyage to find the Jewel and along the way encounter Sea Monsters, Shipwrecks, Flying Carpets and a six armed, scimitar-waving creature called a Khali. Eventually good overcomes evil under the shifting sands of the desert and the Cobra Jewel is returned to its rightful owner. This pantomime adventure also contains a large amount of comedy and audience participation and is a challenge for a company with an enthusiastic technical department.

Characters: Sinbad the Sailor, Tinbad the Tailor, Mrs Sinbad, Princess Parissa, The Caliph of Chandra, Shanti, Mephisto, Genie of the Bottle, Macho (A monkey), Black-Eyed Pete, Slave Seller, Zahrat Musafa, Kassim.

Scenery: The Port of Chandra (Full set), The Palace Garden (Front cloth), The Caliph's Palace (Full set), On Board the 'Golden Voyager' (Full Set), A Bazaar in Cairo (Full set), The Outskirt of Cairo (Front cloth), A Desert Camp (Half set), Under the Shifting Sands (Tabs), The Tomb of the Khali (Full set), The Hall of the Cobra Jewel (Full set). All front cloth scenes can be played on tabs.

SLEEPING BEAUTY

STEPHEN DUCKHAM (2009)

The King and Queen and all the court are attending the christening of Princess Aurora. The three Royal Fairies and the Fairy Queen are bestowing special gifts on the princess when Carabosse, a wicked fairy, furious at not being invited, vents her anger by prophesying that on her eighteenth birthday, Aurora will die by pricking her finger on a spinning wheel. The Fairy Queen says she cannot change the prophecy but instead of death it will bring about a sleep for 100 years. The King orders that every spinning wheel in the land be destroyed, but one remains hidden by Carabosse. Eighteen years pass and Aurora is celebrating her coming of age with her friends, Barney the jester, her outrageous Nanny and the newly arrived Prince Michael. A number of suitors are hoping for Aurora's hand, but it is Prince Michael who is the lucky one. A present arrives for Aurora delivered by Carabosse in disguise. It is a spinning

wheel and as the Princess has never seen one she delights in trying it out. Before she can be stopped she picks her finger and immediately falls asleep. The Fairy Queen uses her powers to put the whole court into a deep sleep for one hundred years and takes Prince Michael to fairyland where time stands still. After cutting down the bracken that has grown around the palace, Michael wakes Aurora from her slumbers with a kiss and together with Nanny Nora, Barney, King Septimus and Queen Sybil they set out across the petrified forest to destroy Carabosse once and for all.

Characters: Princess Aurora, King Septimus, Queen Sybil, Prince Michael, Nanny Nora, Barney, Carabosse, Fairy Queen, Three Fairies, Lord Chamberlain, Beast of the Forest, Chorus.

Scenery: The Royal Throne Room (Full set), The Palace Gates (Front cloth), Carabosse's Lair (Front cloth or tabs), The Enchanted Forest (Front cloth), The Palace Ballroom (Full set), The Petrified Forest (Half set), Carabosse's Cottage (Half set). All front cloth scenes can be played on tabs.

SNOW WHITE AND THE SEVEN DWARFS

STEPHEN DUCKHAM (2002)

It is Princess Snow White's eighteenth birthday and all at the castle, including her nurse, Dame Doitall and her friend Handy Andy, are celebrating with a party. All that is except the evil Queen Malevolent with is in a rage because the Spirit of her magic mirror has pronounced Snow white the 'fairest in the land'. Handsome Prince Rupert arrives at court and is instantly attracted to Snow White. The Queen, determined to make sure there is no one to rival her beauty, plots to get rid of Snow White by hypnotising her faithful Huntsman and instructing him to take Snow White into the forest and kill her. To prove the deed is done Queen Malevolent requires Snow White's heart and gives the Huntsman a silver box to put it in. Deep in the forest the Huntsman realises at the last minute what he was about to do and tells Snow White to flee for her life. He returns to the castle with the heart of a wild boar in order to show the Queen that he has carried out her wishes. In the depths of the forest Snow White finds a cottage belonging to Seven Dwarfs who, on hearing of the terrible fate Queen Malevolent wished on Snow White, invite her to stay with them. Back at the castle Dame Doitall and Handy Andy discover the truth and together with Prince Rupert set off to find Snow White. Queen Malevolent has also found out that Snow white is still alive and plots an even more sinister way to dispose of her. But good triumphs in the end as Prince Rupert rescues his Princess and puts an end to the Queen once and for all.

Characters: Snow White, Prince Rupert, Dame Doitall, Handy Andy, Queen Malevolent, Lord Chamberlain, Spirit or the Mirror, Huntsman, Seven Dwarfs, Chorus.

Scenery: The Queen's Laboratory (Inset & tabs), Throne Room (Full set), Corridor in the Castle (Front cloth), Ballroom (Full set), Edge of the Forest (Front cloth), Deep in the Forest/Dwarf's Cottage (Full set), Diamond Mine (Front cloth). All front cloth scenes can be played on tabs.