

Director's Notes

Major Parts

SHERIFF OF NOTTINGHAM	Wicked Norman tyrant	(Solo)
GUY OF GISBORNE	Sheriff's ruthless henchman	(Duet)
ALAN-A-DALE	Saxon outlaw	(Solo – opt.)
MUCH THE MILLER'S SON	Poor Saxon peasant, not tall	
ROBIN HOOD	The hero! Saxon outlaw	(Solo)
WILL SCARLETT	Saxon outlaw	
MAID MARIAN	Norman lady, sympathises with outlaws	(Solo – opt.)
LITTLE JOHN	Saxon Outlaw - tall - large build if poss.	(Solo – Rap)
FRIAR TUCK	Friend of the Outlaws	(Solo – opt.)

Minor Parts

Narrator 1 and 2	<i>(read/declare introduction)</i>	
Marian's Maid	Soldier 1 / 2 / 3	
Boy Villager	Girl Villager	
Villager 1 / 2 / 3 / 4	Guards 1 / 2	
Bishop Of Hereford	Tournament Announcer	
King Richard	Peter Of Nottingham, Robert the Builder	<i>(non-speaking)</i>

Other Parts

As many villagers as are available, or as space allows. Group large numbers as families for easier direction. Extra soldiers. Extras for the fayre: jester, traders, archers, minstrels.

Costumes

These don't have to be elaborate. Colour-coding goodies and baddies is the most important thing. Face paints can be used to great effect, eg. brown and green camouflage effect on outlaws, character lines on Sheriff / Gisborne, severe geometric lines in black on soldiers/guards, etc. Tabards (if needed) can be made from old pillowcases.

Villagers	Ragged clothes in brown / beige
Outlaws	Green top, green or brown leggings / cut-off trousers. Green cowl or tabard if possible. A splash of red for Will Scarlet. 5 Monks' habits for the Outlaws disguises - brown, as Friar Tuck.
Robin	As other outlaws, but with peaked cap. Also beggar costume for the tournament, and (borrowed) soldier's top for Scene 9.
Sheriff/Gisborne	Black top / leggings, black boots over.
Soldiers/Guards	Grey or black t-shirt/leggings with simple grey tabard. Helmets are a good option (papier mache)
Friar Tuck	Brown habit. Might be made simply from a dyed brown sheet, tied around the waist. Pendant cross.
Bishop	As Friar Tuck, but in purple or gold. A staff / mitre would be good.
King Richard	Black clothes covered with England tabard - red cross on white background. Cloak to conceal the tabard.
Marian	Ankle-length dress, head-dress.
Maid	Ditto, but no head-dress.

Props

Essentials:

A dozen wooden/plastic swords, for outlaws, Gisborne, Sheriff and soldiers/guards

Two wooden staffs (natural, or broom-handles) for Robin & Little John

Note for Marian to attach to the Major Oak

Fishing rod and bread for Friar Tuck, and perhaps a fishing stool or log

Trunk or box to be gold shipment, plus gold-wrapped books (*ingots!*)

Keys for the guard

Tournament poster

Bows and target for the tournament, scroll with archers' names for the announcer.

Silver arrow to present to Robin at the end.

Other props can be added, suitable for villagers' everyday use, for the fayre, etc.

Stage Set

Suggest one side of the performing area is allocated as the Sheriff's Castle area, and the other side is Sherwood area. The set can be as simple or elaborate, as you wish to make it.

Sheriff's castle: Grey area. Something which suggests a castle, eg. a piece of painted turret, and a jail of some kind. The original stage set jail was effectively made by up-ending a wooden picnic table. Perhaps a large, grand chair for the Sheriff.

Sherwood Forest: Green area. A Major Oak is needed, which will also suggest forest, but obviously the more trees there can be on the forest side of the performing area, the better.

Friar Tuck's fishing scene: A river is needed, but unless you want to create one in any other way, time spent at the beginning of the scene in showing Friar Tuck setting up his fishing rod, stool (or log) should be sufficient to suggest the river.

Original Production Stage Set

