

Director's Notes

Major Parts

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

Minor Parts

NARRATOR 1 & 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 Scarlett. 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 maché)
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

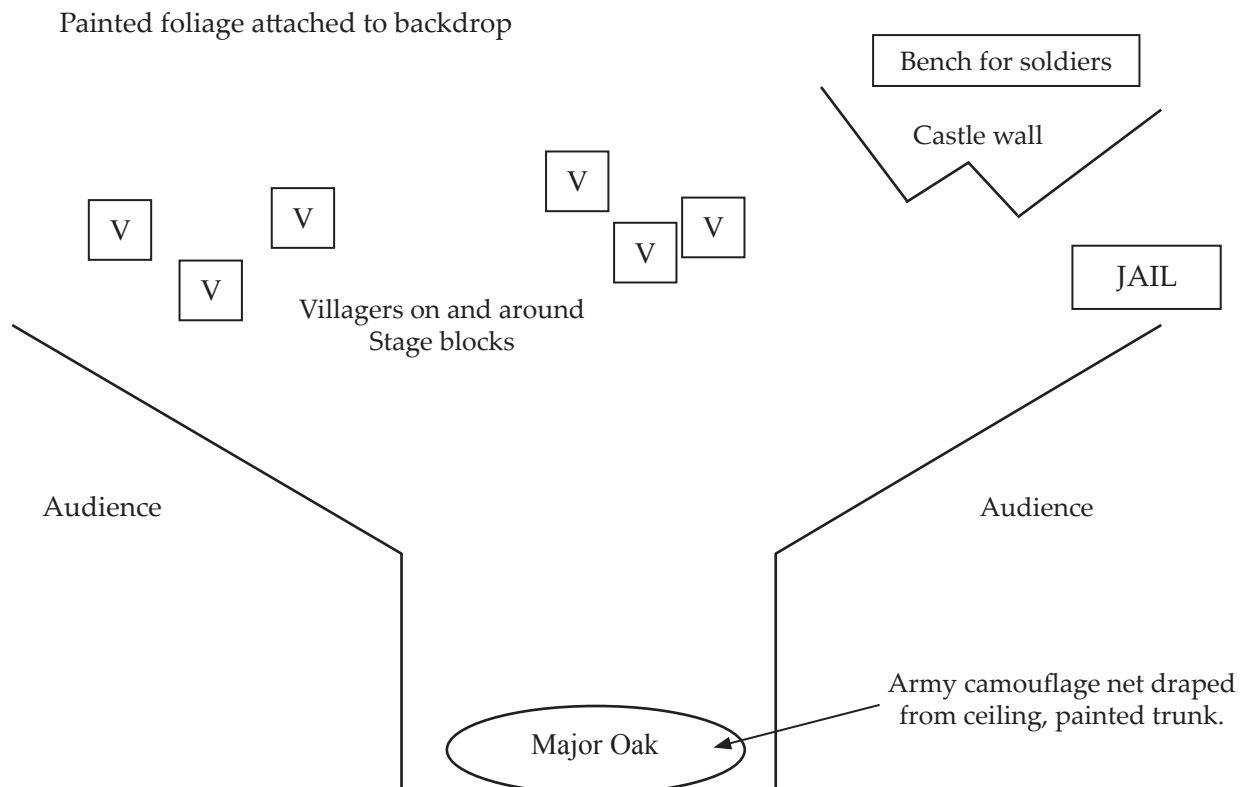
Suggest one side of the performing area is allocated as the Sheriff's Castle area, and the other side is Sherwood area. The set can be as simple or elaborate, as you wish to make it.

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, and can be created using fabric, but time spent at the beginning of the scene in showing Friar Tuck setting up his fishing rod and stool (or log) should be sufficient to suggest the river.

ORIGINAL PRODUCTION STAGE SET



Director's Overview

Scene 1 The Scene Is Set (p. 7)

INSTR. - OUR STORY BEGINS

⦿ **Track 15**

The Sheriff and Gisborne menace the villagers, in their search for Robin Hood.

SONG - WE NEED YOU NOW (chorus only)

⦿ **Track 2 / 16**

SONG - OUR STORY BEGINS

⦿ **Track 1 / 15**

Much, the Miller's son, bursts in, pursued by Gisborne and soldiers. Maid Marian is with them. Robin and the outlaws fight the soldiers.

INSTR. - THE CHASE

⦿ **Track 17**

The outlaws win. Robin sends Gisborne and the soldiers packing.

SONG - ROBIN HOOD OUR HERO

⦿ **Track 3 / 18**

Marian warns the outlaws that the Sheriff is planning an attack.

Scene 2 The Sheriff's Plan (p. 11)

At Nottingham castle - the Sheriff and Gisborne are pleased with their plan.

SONG - NOTHING THAT I WOULDN'T DO

⦿ **Track 4 / 19**

They and the soldiers attack the villagers.

INSTR. - THE CHASE

⦿ **Track 17**

But the outlaws were prepared, and once more defeat them.

SONG - RAISE YOUR SWORDS (unaccompanied)

Scene 3 The End Of Much? (p. 13)

Much is told he is to be hung at dawn. He is taken to the dungeon.

Scene 4 In The Forest (p. 14)

In the Forest, the Villagers are still celebrating their victory.

SONG - RAISE YOUR SWORDS

⦿ **Track 5 / 20**

Robin tells the story of how he met Little John

RAP - ROBIN'S RAP

⦿ **Track 6 (demo)**

Marian tells them that Much is to be hung at dawn. She plans to meet Robin at midnight.

Scene 5 Marian Frees Much (p. 16)

The villagers settle down to sleep. During the incidental music Marian releases Much, and meets Robin.

INCID. - MARIAN FREES MUCH

⦿ **Track 21**

Much tells the outlaws that the soldiers will be bringing gold through the forest for Prince John tomorrow. They plan to intercept them, and to involve Friar Tuck.

Scene 6 Friar Tuck Takes Robin For A Swim (p. 18)

Friar Tuck goes fishing, and drops Robin Hood in the river, not knowing who he is.

SONG - TAKE ME 'CROSS THE WATER

⦿ **Track 7 / 22**

Friar Tuck apologises, and agrees to help the outlaws.

Scene 7 The Gold Is Prepared (p. 20)

Nottingham Castle - the Sheriff oversees the shipment of gold being prepared.

Scene 8 Robin's Plan Works (p. 20)

The outlaws, disguised as monks, attack the Sheriff's men in the forest, seizing the gold, and capturing one soldier.

SONG - SANCTUS / THE CHASE

⦿ **Track 8 / 23**

The captured soldier tells them, to their alarm, that Gisborne is to wed Marian the next day. Robin has a plan! He takes the soldier's uniform as a disguise.

Scene 9 At The Castle (p. 22)

Nottingham Castle - the Sheriff disciplines the guards / soldiers.

INCID. - ROBIN HOOD OUR HERO

⦿ **Track 24**

Robin meets Marian's maid outside the Castle. Robin tells her his plan to persuade the Bishop not to go ahead with the wedding.

Scene 10 The Bishop Gets Involved (p. 23)

Maid Marian, her maid and outlaws are comforting villagers.

INCID. - WE NEED YOU NOW

⦿ **Track 16**

The Bishop of Hereford passes through the forest.

WE NEED YOU NOW

⦿ **Track 9 / 25**

Robin and Friar Tuck show the Bishop the misery caused by Gisborne. The Bishop is persuaded not to marry Gisborne and Maid Marian. Much tells Robin about the Archery Tournament. The outlaws, suspecting a trap, warn Robin not to go.

YOU'RE IN GREAT DANGER

⦿ **Track 10 / 26**

Robin disguises himself as a beggar, and goes on his way to Nottingham Fayre.

Scene 11 The Fayre (p. 26)

LET'S GO TO THE FAYRE

⦿ **Track 11 / 27**

As the archery tournament begins, the Sheriff and Gisborne sing their duet.

NOTHING THAT WE WOULDN'T DO

⦿ **Track 12 / 28**

The finalists are announced, one of whom is Robin in disguise. He wins, and as he receives his prize, he is seized by the soldiers. The outlaws spring to his defence, but everyone stops in their tracks as King Richard reveals his identity. He banishes the evil Sheriff and Gisborne, and gives Robin and Marian his blessing.

DO THE ROCKIN' ROBIN

⦿ **Track 13 / 29**

OUR STORY'S TOLD

⦿ **Track 14 / 30**

DO THE ROCKIN' ROBIN - ENCORE.

⦿ **Track 13 / 29**