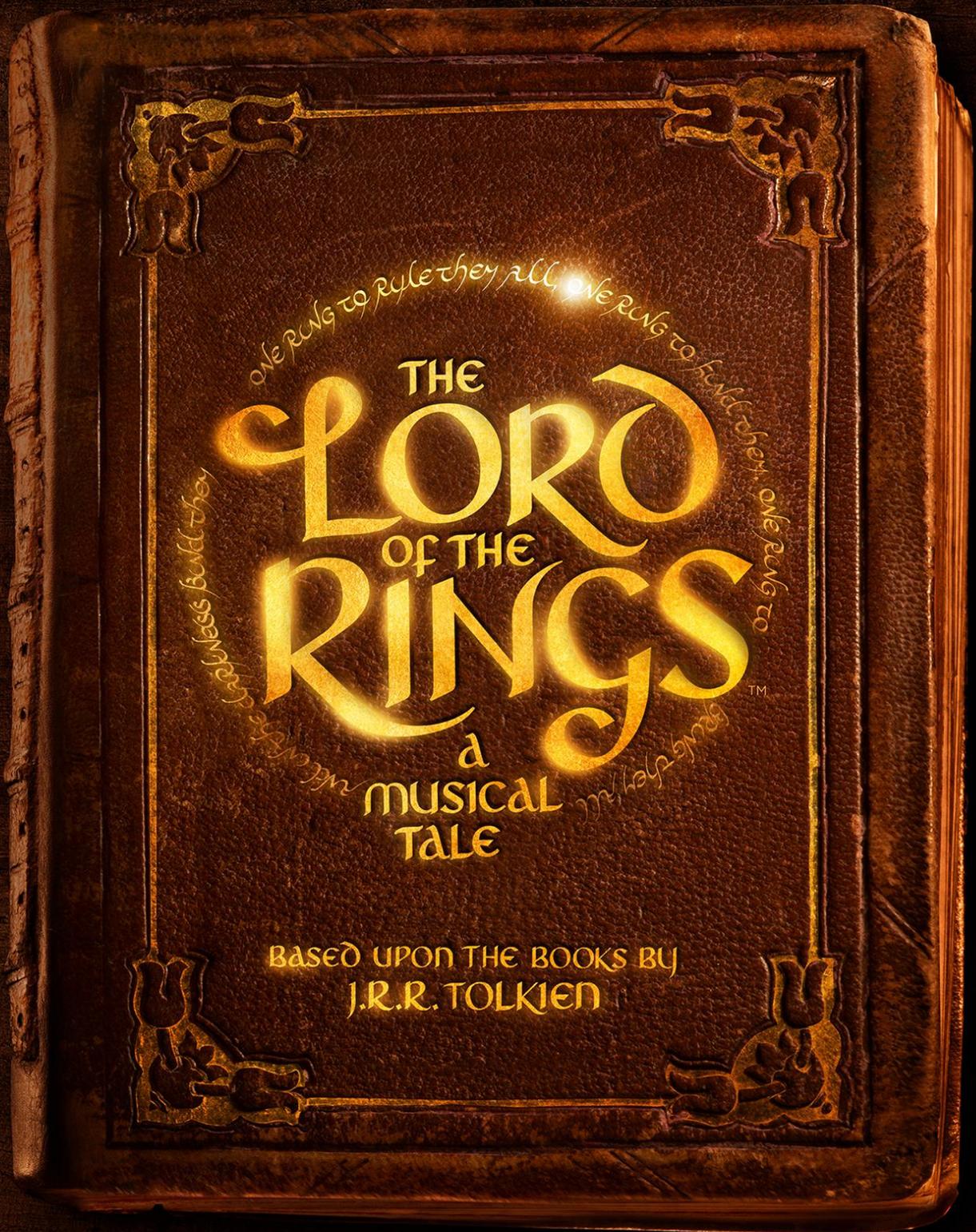


Education Pack





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Introduction

THE WATERMILL
THEATRE



This pack has been designed to support your visit to The Watermill to watch our 2023 production of *The Lord of the Rings*.

Your feedback is most welcome, please email (outreach@watermill.org.uk) or call us on 01635 570934.

Don't forget that we offer workshops on most aspects of drama and visit many schools in the surrounding area to work with students and teachers.

We hope you find the pack useful.

This pack was made by Matty Green with Heidi Bird, Lizi Chivas, Rob Nesbitt and the cast & crew of *The Lord of the Rings*. Production Photography by Pamela Raith.

Email: outreach@watermill.org.uk | Tel: 01635 570934

The Watermill Theatre
Bagnor, Newbury, Berkshire, RG20 8AE
www.watermill.org.uk



Synopsis



A Synopsis is a brief summary of all the major points within a story. It will usually tell us about the characters, where the story is set and an outline of the adventures that the characters will go on.

In the Shire, Bilbo Baggins is celebrating his 'eleventy-first' birthday with his nephew Frodo Baggins and other Hobbit families. Frodo's cousin Pippin teases their friend Sam because he and Rosie are flirting. Bilbo says farewell to everyone, explaining he's going on an adventure. He puts a ring on his finger and disappears, to everyone's amazement. The action moves inside the theatre.

Frodo is thinking about Bilbo. Sam, who works as Frodo's gardener, is going to the Ivy Bush pub with Rosie. Gandalf, a Wizard arrives unexpectedly and throws the ring, which Bilbo left with Frodo, into the stove. This reveals it is the One Ring, a powerful magical ring made by Sauron, an evil being who wants the Ring back to achieve total power over all other magical rings. Gandalf asks Frodo to take the Ring to the Elves at Rivendell but never put it on. Sam has been eavesdropping and offers to go with Frodo.

As Frodo and Sam set off, Frodo's cousins Merry and Pippin join them. They pass some Elves travelling in the opposite direction.

Gandalf has arrived at Isengard to meet with Saruman, a Wizard who leads the White Council. He wants to pretend to work with Sauron but actually use the Ring against Sauron. Gandalf won't tell Saruman where the Ring is so Saruman imprisons him.

The Hobbits arrive at The Prancing Pony pub in Bree. Someone called Bill Ferny picks a fight with Frodo and a stranger called Strider steps in. Frodo feels an urge to put on the Ring. When he does, he disappears and he feels Sauron's presence. Black Riders, represented by skeleton horse puppets, search for the Ring. One stabs Frodo's shoulder with a dagger. He takes off the Ring and Strider helps get him and the Hobbits to Rivendell.

At Rivendell, the Elves Arwen and her father Elrond have helped heal Frodo. Arwen and Strider love each other but haven't seen each other in a long time. Gandalf arrives and is frustrated that Frodo put on the Ring. He explains that Saruman is not their ally now. The other Hobbits reveal that Bilbo is also here. He is much older. He becomes frenzied at the idea of seeing the Ring.

Elrond holds a Council to decide what to do about the problems in Middle-earth and about the Ring. Boromir from the Lands of Men thinks it should be kept and its power used for good. The Lands of Men has no king now but Boromir's father is the kingdom's Steward. He seems to be enchanted and Boromir wants help to save him. It was a King from the Lands of Men who cut off Sauron's finger that was wearing the Ring, breaking his Sword in half. The broken Sword was handed down the line of Kings but is now lost. Gandalf explains that the King lost the Ring in a river. It was found by Déagol but his cousin Sméagol, now called Gollum, killed him for this Ring that became Gollum's 'Precious'. Gollum lost the Ring. Sauron tortured Gollum and forced Gollum to promise to bring him the Ring.



Everyone agrees the Ring must be destroyed, although it means the other rings will lose their power. The only way is to throw it into a volcano called Mount Doom in Mordor, where it was made. It will be taken there by a Fellowship: Frodo, Sam, Merry, Pippin, Gandalf, Strider, Boromir, an Elf called Legolas and a Dwarf called Gimli. Bilbo gives Frodo some armour and his old sword, called Sting, which glows when evil creatures are nearby. Arwen gives Strider a necklace. Elrond warns her that she will suffer because Strider is mortal and she is immortal.

At Isengard Bill Ferny tells Saruman about Frodo disappearing at The Prancing Pony. Saruman realises the Hobbits have the Ring. He sends his Orc army to fetch them. On their journey the Fellowship's way is blocked by a snowstorm. Instead they find a way through the Mines of Moria, an old deserted Dwarf underground city. As they rest Gandalf tells Frodo that Bilbo got the Ring when Gollum lost it. Gollum has hated any Baggins since. Pippin makes a noise that wakes a monster called a Balrog. Everyone except Gandalf escapes.

They continue their journey. Elves from Lothlórien invite the Fellowship to come and meet Galadriel, an Elf who created and rules Lothlórien. They have to go blindfolded.

Lothlórien and Galadriel are breath-takingly beautiful. Frodo offers Galadriel the Ring. She resists, with difficulty, and gives gifts to help the Fellowship: protective cloaks, a box of soil, a jar called a phial containing starlight.



They journey on. Boromir tries to take the Ring from Frodo. Frodo uses the Ring to turn invisible to get away but it connects him to Sauron again. Sam runs to try to find Frodo. The others are attacked by Orcs. Boromir is killed protecting Merry and Pippin. As he dies, he admits to Strider that he tried to take the Ring. He is ashamed. Strider shows Boromir the Lost Sword, revealing that he is secretly the next king of the Lands of Men. Gimli and Legolas arrive just as Boromir has died. They have lost Merry and Pippin. The three agree to keep travelling south, to look for Merry and Pippin and save the Lands of Men.

INTERVAL

Gollum is looking for the Ring, his Precious. Sam is following Frodo, who wants to go on alone. Gollum attacks them but they overpower him. Gollum agrees to help Frodo and Sam get to Mordor.

Merry and Pippin are in Fangorn Forest. They meet Treebeard, an Ent, which closely resembles a tree. The Ents agree to help stop Saruman, who has been cutting down the forests.

In Isengard Saruman is angry the Orcs let the Hobbits escape. He decides to wage war on the Lands of Men.

Strider arrives in the Lands of Men and tells the Steward that his son Boromir has died. He shows the Steward the Lost Sword, taking his place as king and revealing his true name is Aragorn. Everyone prepares for war.



A battle. Gandalf returns, with the Ents, who bring Merry and Pippin. They win the battle. Gandalf explains that he defeated the Balrog and became a White Wizard, the most powerful kind. He breaks Saruman's staff, taking away his power. They get ready to attack Mordor, to distract Sauron while Frodo destroys the Ring.

Gollum has brought Frodo and Sam to the foot of Mount Doom. Gollum overhears that Frodo's surname is Baggins. He is torn between his hatred of Bilbo Baggins and his desire to please Frodo. He thinks about turning a knife on himself. He decides to stay helping the Hobbits and lies down to sleep with them but Sam thinks he is attacking Frodo. Gollum decides to trick them into going into the lair of Shelob, a giant spider.

Aragorn is declared king and they prepare for battle at Mordor.

Gollum leaves Frodo and Sam, pretending he will go and look for danger. Frodo wants to keep the Ring so that the Elves' rings will keep their power and can stay in Middle-earth. Frodo thinks Sam wants to steal the Ring and he runs away. Gollum calls to the spider. It attacks Frodo but Sam scares it away with the phial of starlight. Sam takes the Ring from Frodo because it is warping his thinking. Sam, Gollum and Frodo fight. Frodo tells Sam not to kill Gollum, because he pities him. Frodo and Sam tell Gollum to leave them, and they continue to Mount Doom.

Galadriel sings while everyone starts the battle.

Frodo and Sam arrive at Mount Doom. Frodo is about to throw the Ring into the fire when Gollum springs out and tries to take the Ring. Frodo knocks him down. Frodo calls out to Sauron that he will keep the Ring after all and become the one with the power. Gollum leaps onto Frodo and snatches the Ring away in his teeth. He slips into the fire with the Ring, elated he has his Precious back.

After the battle and the Ring being destroyed in Mount Doom everyone reunites. Frodo feels he failed because he wanted to keep the Ring in the end. Sam comforts him. They see that Gandalf has survived. He explains he will leave Middle-earth now that his task is finished. The Hobbits go home to the Shire.

The Shire has been ruined by Saruman. Sam will use the soil from Galadriel to restore the countryside. Sam and Rosie are reunited. The action moves outside again.

The Hobbits start fixing the Shire. Sam and Rosie marry. Frodo is ill for months. Gandalf, Galadriel, Elrond and Bilbo arrive and offer to take Frodo on the Great Ship that will take the Elves into the West to have immortality and comfort, in place of Arwen who has chosen to become mortal so she can stay with Aragorn. The Hobbits say goodbye to Frodo. Sam promises to write Frodo's story so he's never forgotten.

The End





J.R.R Tolkien & *The Lord of the Rings*

THE WATERMILL
THEATRE



John Ronald Reuel Tolkien (1892-1973)

J.R.R. Tolkien's most famous work is *The Lord of The Rings*, and he has become one of the most known and influential writers of the 20th century, perhaps all time! Since 1945 & 1955 when they were first released over 150million copies of the three books have been sold, and it's estimated to have been translated into nearly 40 languages.

Tolkien was born in South Africa and moved to England with his mother and younger brother, but both of his parents had died by the time Tolkien was 12. After his mother died, he was then brought up by a Catholic priest. In 1915 he joined the British Army in the First World War, having delayed volunteering until he finished his degree.

Tolkien had a keen love of language and became a professor of English Language & Literature at Oxford University. He began creating his own languages and, inspired by myths and legends of Northern Europe, he created Middle-earth (where the story is set) as a setting for the languages and characters he'd created.

As with most writers, Tolkien's real-life experiences and values influenced his work. Christianity was an important part of his life and he explored many of the themes of the religion in *The Lord of the Rings*. This might include Gandalf's resurrection, or the characters' pity for Gollum and giving him a chance to redeem himself. His belief that all people no matter who (or how small) can have great influence and their own part to play is an important part of the tale, seen in the role of the Hobbits. This is influenced by Tolkien's time in the army, as are the themes of power, destruction, loss and comradeship. Tolkien had a huge appreciation for nature too, which influences the world of Middle-earth and the themes of environmental destruction in the plotline surrounding the Ents, Saruman & The Shire. He injects magic into the nature of his world also and doesn't shy away from the ferocity of nature either, in Mirkwood or the Misty Mountains for example.



Themes

THE WATERMILL
THEATRE



Where are some key moments where the below themes are present in *The Lord of the Rings*?

Friendship

Race

Environment

Religion

Language

What other themes can you think of?



Characters



Aragorn

Aragorn is a ranger, who helps Frodo and the Hobbits on their journey. He is a brave and loyal character that commits himself to whatever Frodo needs of him. It is later revealed that he is the heir to the kingdom and is in love with Arwen.



Arwen

Arwen is an elf that lives in Rivendell and is the daughter of Lord Elrond. She helps save Frodo's life when he is injured, and it is revealed she is in love with Aragorn. Elrond does not want her to be with Aragorn as he is mortal, and she is not.



Bilbo Baggins

Bilbo Baggins is Frodo's uncle. The story starts at his birthday party when he announces Frodo as his heir, and then disappears using the One Ring. Bilbo then meets Frodo again in Rivendell and tries to take the ring from him, before realising he has been corrupted by it. He gives Frodo some armour and his blade, Sting.

Boromir

Boromir is the son of the Steward of the Lands of Men. He meets the Hobbits in Rivendell and joins the Fellowship of the Ring. He believes they should use the One Ring's power against Sauron and tries to take it from Frodo.



Elrond

Elrond is the leader of the elves at Rivendell and Arwen's father. He holds a council there after Frodo is injured and forms The Fellowship of the Ring. He is opposed to Arwen's love for Aragorn.



Frodo Baggins

Frodo is the protagonist of *The Lord of the Rings*. He is sent on the quest to destroy the One Ring by Gandalf and then by Elrond, and his fellow hobbits Samwise, Pippin and Merry end up going with him. He perseveres through lots of danger including Black Riders, Gollum, Shelob the Spider and the fires of Mount Doom. In the end, he leaves Middle-earth along with Bilbo and the elves.



Characters



Galadriel

The Lady of Lothlórien who is one of the oldest and most powerful elves. She welcomes the Fellowship in to Lothlórien and gives Frodo guidance. She also gives the Hobbits a magical phial, which Sam later uses against the spider, Shelob; cloaks that will help them hide; and a box of Lothlórien earth which they use to regrow the nature in the Shire.

Gandalf

Gandalf is a Wizard, which means his purpose in Middle-earth is to help keep the shadow cast by the Dark Lord at bay. He does this in *The Lord of the Rings* by identifying the One Ring as Sauron's, and guiding Frodo on his quest to destroy it. He transforms part way through the story from a Grey Wizard into a White Wizard, making him the most powerful of them all.



Gollum

Gollum is a character that has been corrupted by the dark power of the One Ring. He used to be a hobbit-like creature, named Smeagol, and is torn between wanting to help Frodo & Sam and trying to take the ring from them.



Characters

Gimli and Legolas

Gimli (top) is a Dwarf and Legolas (middle) is an Elf, who join the Fellowship of the Ring when it is formed in Rivendell. They pledge to help Frodo destroy the One Ring, and later help protect the Lands of Men along with Aragorn. During the quest, the group visit the ancient city of Moria where Gimli's ancestors lived.

The pair start off disliking each other as Elves and Dwarves do not get along, but they quickly gain each other's respect and become great friends. Gimli is given the great honour of being allowed to enter Lothlórien.



Merry Brandybuck & Pippin Took

Meriadoc Brandybuck and Peregrin Took are Frodo's cousins and are inseparable best friends. The two of them follow Frodo and Sam when they set off for their journey and join them. They're comical characters who are clumsy at times, and Pippin causes a lot of trouble at one point when he alerts the Balrog to the Fellowship being in the Mines of Moria. In act 2, they persuade the Ents to fight against Saruman and the orcs, and in the end are knighted by the Land of Men.





Characters



Rosie Cotton

Rosie is a Hobbit of the Shire that is Sam's girlfriend. She is seen at the beginning of the play before Sam leaves, and then greets the Hobbits on their return.

Samwise Gamgee

Frodo's gardener and great friend. He overhears Gandalf sending Frodo on his quest and is told to go with him. He proves himself loyal and brave, saving Frodo's life and carrying him up Mount Doom. He is keen to return to the Shire to be with his girlfriend, Rosie, who he starts a family with.



Saruman

At the beginning of the story Gandalf mentions Saruman as a character to be trusted, the leader of the White Council of Wizards. It is later revealed that he has become corrupted and raised an army of Orcs, destroying many trees in the process and therefore angering the Ents. He has formed an alliance with Sauron but claims to be planning to double-cross him. After Gandalf replaces him as the White Wizard, Saruman sets out to destroy the Shire.



Orcs

Orcs are creatures, created and controlled in two separate armies by Saruman and Sauron, who attack the Fellowship of the Ring.



Sauron

Sauron is also known as the Dark Lord or the Shadow. He is the evil presence in Middle-earth who wants the One Ring to seize complete power. We never see or hear Sauron except for a large projected burning eye.

Other characters

Black Riders – followers of Sauron that hunt the ring

Elránien – an elf heading West that the Hobbits meet as they travel to Bree.

Haldir – An elf that lives in Lothlórien

Steward of the Lands of Men – The leader of the kingdom that battle the orcs

Treebeard – an Ent, an ancient tree-like creature. (we only hear his voice in the production)



Characters



In theatre, films, books or TV, often characters have a variety of qualities and personality traits. A well written character is someone who has both positive and negative qualities. Can you describe the below characters' personalities, based on what you saw in *The Lord of the Rings*.

Frodo

Sam

Galadriel

Gandalf

Saruman

Gollum

Rosie



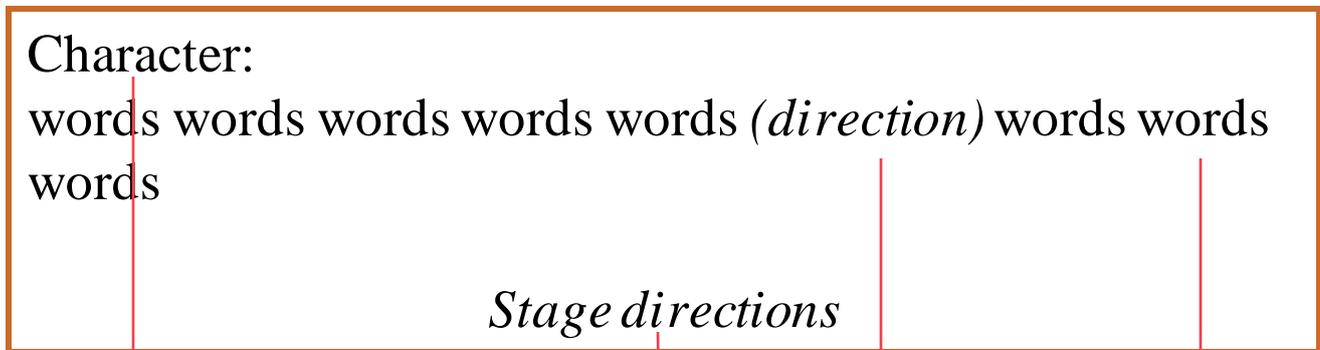
Be a playwright



When reading a book, a novel or something online, we are told a story or information by the writer directly. When we watch a play, we are told this story through the ‘dialogue’ – the words spoken in front of us by a character or narrator.

Before it reaches the stage, it is written in the script, which is a cross between the two! It is the writer writing the story down, for the actors, director and crew to translate into the performance.

Choose a famous short story, or something that’s happened to you before, or make one up, and see if you can write it into a script. See a helpful template below



The character names go on the left followed by a colon, to show who’s saying what

Stage directions – things the character should do or things that happen, go on their own line, or mixed in with the text, in *italics*

The dialogue is written underneath the character. Sometimes it is written to the right, with the characters and words in separate columns.



Creating a character



In groups of two or three, read through the two script extracts on the next pages.

Choose one, assign characters and read this script a few times. Each time you read, try giving your character a different intention, and discuss how this changes the scene.

Then try staging this scene, and think about building your character, and how you want to portray them.

Actors often take notes on their script around the lines, and may underline, circle or highlight lines to remind them of how to perform each bit.

Tip: use a pencil... things often change throughout rehearsals!



Script extract 1



FRODO This place - it's so different. So much light.

GALADRIEL Yes, the Eye of Sauron cannot reach us here. There are still Rings of Power which the Dark Lord does not control. This is Nenya, the Ring of Adamant. For centuries it has kept my beloved Lothlórien safe.

FRODO Safe. I haven't felt safe since the Shire.

GALADRIEL Gandalf we loved well. He was ever a friend to the Elven people and with his loss the shape of the world shifts.

FRODO I never imagined he'd die. It doesn't seem possible. He was a wizard.

GALADRIEL You are an intriguing creature, Frodo Baggins. An orphan, I think, yet I wonder at your parentage. Deep in your heart there is a sea-longing which more becomes my Elvish kindred.

FRODO No, no, your ladyship. Hobbits don't like the sea. We never speak of it and we never go anywhere we might have to look at it. It scares us. But...

GALADRIEL Now, in your dreams, there is sea, and there is peace.

FRODO Yes. How did you know that?

GALADRIEL You should not fear to die, Frodo. Elves are immortal. Death is a journey we can never take. We call it the Gift of Men, not to be bound forever to the circles of the world.

FRODO I'm sorry, your ladyship. I'm too small for all this. I'm only a Shire hobbit.

His hand goes to the Ring around his neck.

You are wise and fearless and fair. I will give you the One Ring, if you ask for it.



Script extract 1 (continued)



GALADRIEL You think yourself small yet you bring me the greatest test of all. And with kindness and courtesy too. How often I have thought what I might do, if it came into my hands. And now you offer it freely. In place of the Dark Lord you would set up a Queen. And I shall not be dark but beautiful and terrible as the Morning and the Night. Fair as the Sea and the Sun and the Snow upon the Mountain. Dreadful as the Storm and the Lightning. Stronger than the foundations of the earth. All shall love me and despair.

She collapses.

I pass the test. I will diminish and go into the West and remain Galadriel.

FRODO No! You will not diminish, Lady.

GALADRIEL The time draws near when we must let go things we would hold tightest. It seems we are to be companions in loss, you and I. All roads now lead to sacrifice.

FRODO What do you mean?

She ignores the question.

GALADRIEL This is a Phial of the Light of Eärendil's Star. It will guide your way when you need it most.

FRODO What do you mean, my lady, 'companions in loss?'



Script extract 2



GANDALF Trust nobody. And, whatever the danger, this is vital, Frodo, do not put on the Ring.

FRODO Right.

GANDALF I will explain more when I can.

FRODO wraps the Ring in his handkerchief and puts it back in his pocket.

FRODO But... how far shall I go?

GANDALF I can see no farther than you, Frodo, but if you want my advice, go first to the Elves at Rivendell.

SAM *(off, excited)* Elves!

GANDALF A spy!

GANDALF opens the door suddenly to reveal SAM. GANDALF casts SAM into the room.

FRODO } {Sam!!

GANDALF} {Sam Gamgee!

SAM My Gaffer said he'd seen you, Mr Gandalf. The things you were talking about, well I...I couldn't help but listen, sir.

GANDALF What have you heard?

SAM Enough. About that Ring. And Elves and the like.

GANDALF You must forget it all.

SAM Mr Frodo, don't let him turn me into anything unnatural.

FRODO Mr Gandalf, please.



Script extract 2 (continued)



GANDALF Wait.

An idea comes to him. Music begins.

You shall go with Frodo.

SAM Me? Go to Rivendell? See Elves? I've always wanted to see Elves.

GANDALF I must seek counsel with Saruman the White. He is the leader of my order. I will meet you along the way. However, you do not travel entirely unaided. The Rangers of the North are even now on the watch.

SAM/FRODO Rangers?

GANDALF You will never see them. They work in secret to protect the Shire and all these lands from the sea to the Misty Mountains. I will meet you at Bree. At the Sign of the Prancing Pony.

SAM The Prancing Pony. Right.

GANDALF Frodo, Sam. As a hobbit might say, "May the hair on your toes never fall out."

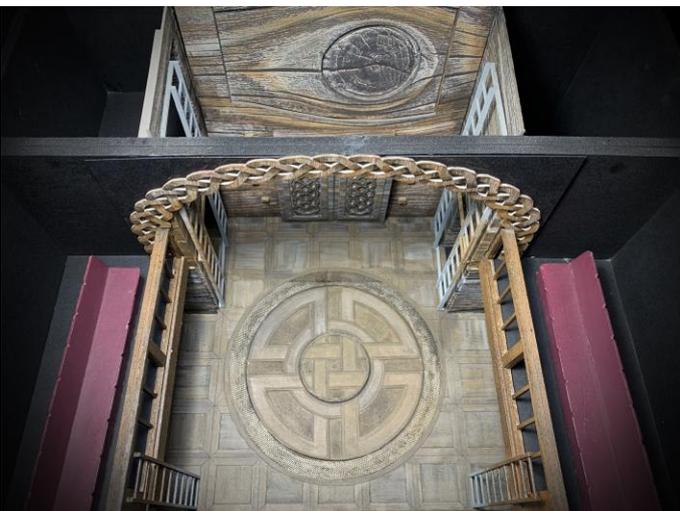


Set design

Designers will often start by finding example images things they want to take inspiration from in their designs. See examples of designer Simon Kenny's design below.



Something called a Model Box is then created to show what the set will look like in 3D. This is a model exactly 25 times smaller than the theatre.



The designs are then sent to the carpenters who create the pieces of the set and it is then transported to The Watermill and built inside the theatre.



Set design



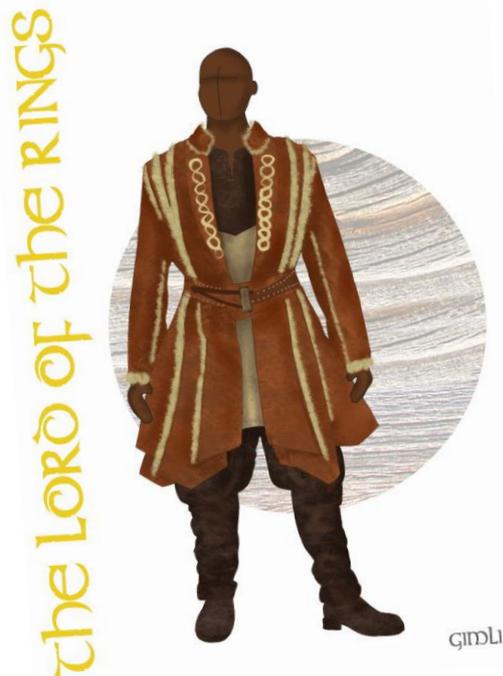
Can you design your own idea for a set for *The Lord of the Rings*?



Costume design

Costumes may be designed by a designated costume designer, or they may be designed by the same person as the set. The wardrobe department in a theatre will meet the designer a long time before the production so that they have plenty of time to see the designs and get the costumes ready.

Designs often consist of drawings (digital or physical), examples of textures or patterns, or inspiration photos. See examples of designer Simon Kenny's below.





Costume design



There are endless ways that you could design a costume for characters. This depends largely on the style of the piece and what you want to convey through each character.

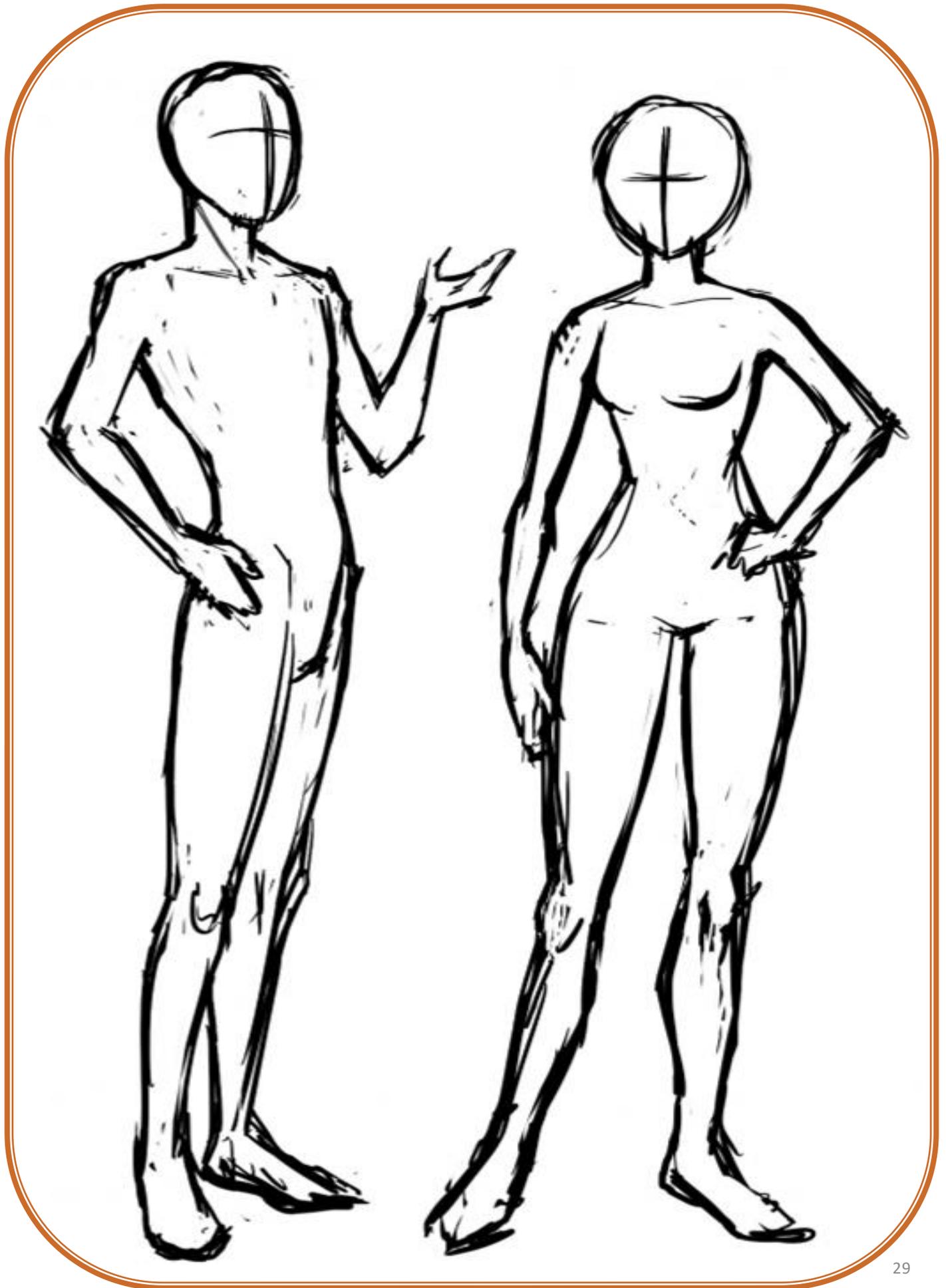
Things to think about are:

- Time period
- How realistic or abstract should the costumes be?
- Do you want them to resemble animals or famous people/pictures?
- Can the actor move well and be comfortable wearing it?
- Can the costume inform how the audience feels about a character?

See if you can create a couple of your own designs for two of the *The Lord of the Rings* characters on the next page. You could even find and stick pieces of material next to the pictures to show what textures you might like for your design.



Costume design





The production team

On the next few pages is the descriptions of just some roles that contribute to putting on a production:

Writer

Job: The Writer is the person who writes the script. They are also known as a ‘playwright’.

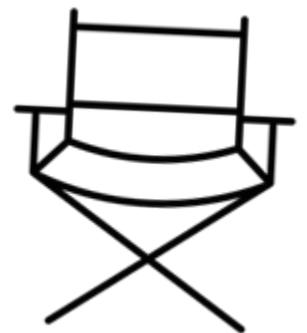
What they must be good at: The writer needs to be creative, good at seeing how a story fits together as a whole and aware of what messages the story is telling. They also need to be able to work well alone.



Director

Job: The Director is the person who brings all the different artistic elements together. They advise on the design, run the rehearsals and help the actors decide what to do on the stage.

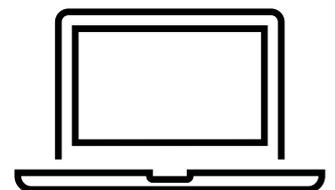
What they must be good at: The director needs to be good at having an overall vision for the performance and an overseeing eye for everything that is happening. They need to be very creative and a good team leader.



Producer

Job: Producers are responsible for overseeing the production as a whole. It’s a job that varies a lot but often includes managing the budgets, ensuring the production is publicised and overseeing the rest of the production team.

What they must be good at: Key skills include organisation, patience, understanding, being good with admin and with people.





The production team

Musical Director

Job: The Musical Director is responsible for teaching the actors the songs during the rehearsal process. They sometimes write and compose the music themselves, or they might choose appropriate music that's been written by someone else.



What they must be good at: The musical director needs to be very musical with a good knowledge of different songs and an ability to teach others.



Designers

Job: The Designers are in charge of designing the set, the costumes, the lighting or the sound.

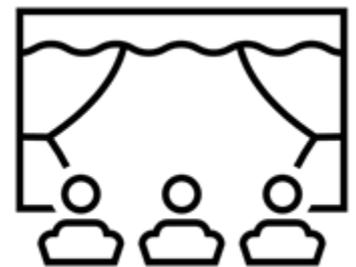
What they must be good at: They need to be creative, good with building models, have some understanding of how theatre tech works and be able to solve problems!



Stage Manager

Job: The Stage Manager is in charge of everything that happens onstage. They will work with the designer to make sure that they have all the props and that everything looks exactly like the designs. They will also organise the rehearsals and schedule.

What they must be good at: A stage manager needs to be organised, good at communicating, quick-thinking and very resourceful.



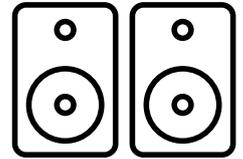


The production team

Sound or Lighting Design

Job: Designing and operating the tech for productions. This can be sound, lighting or other things like projection.

What they must be good at: Understanding the technical equipment, being prepared to learn or adapt quickly and think creatively to come up with what the audience will see and hear.



Wardrobe Department

Job: The Wardrobe Department works with the designer to source and make all the costumes for the actors. Each day they have to wash and iron the costumes and do any last-minute repairs so that they look good for every performance.

What they must be good at: The wardrobe department must be very organised and good at sewing.



Front of House

Job: The Front of House team is in charge of looking after the audience. They sell tickets and programmes before the performance, and ice creams and drinks in the interval! They also help the audience find their seats.

What they must be good at: The front of house team must be very friendly and helpful.



Other roles in theatre include: **Box Office**, Marketing / Advertising, **Dramaturg**, Education & Outreach, **Chaperone**, Finance, **Site management** and more!



Production credits



CAST

Folarin Akinmade
Gimli

Patrick Bridgman
*Standby Gandalf / Bilbo /
Saruman*

Matthew Bugg
Gollum

Reece Causton
Ensemble

Kelly Coughlin
Ensemble

Geraint Downing
Merry

Peter Dukes
Boromir / Treebeard

Amelia Gabriel
Pippin

Tom Giles
Saruman/Elrond

Charlotte Grayson
Rosie

Nuwan Hugh Perera
Sam

Bridget Lappin
Ensemble / Dance Captain

Georgia Louise
Galadriel

Elliot Mackenzie
Ensemble

Peter Marinker
Gandalf

Louis Maskell
Frodo

Aoife O'Dea
Arwen

John O'Mahony
Bilbo

Yazdan Qafouri
Legolas

Sioned Saunders
*Ensemble / Onstage Musical
Director / Cover Galadriel*

Aaron Sidwell
Aragorn



Production credits



CREATIVE TEAM

Director
 Designer
 Musical Supervision and Orchestrations
 Choreographer
 Lighting Designer
 Sound Designer
 Production Designer
 Associate Director
 Puppetry Designer and Maker
 Assistant Puppet Makers
 Puppetry Director
 Fight Director

For Kevin Wallace Productions:

Producer
 Producer

For The Watermill Theatre:

Associate Producer
 Production Manager
 Assistant Production Manager
 Company Stage Manager
 Deputy Stage Manager
 Assistant Stage Managers
 Placement Assistant Stage Manager
 Head of Technical
 Theatre Technicians
 Lighting Programmer
 Sound Operator
 Head Production Electrician
 Production Electricians
 Costume Co-Supervisors
 Wardrobe Manager
 Costume Makers
 Costume Assistants
 Work Experience
 BSL Performers
 BSL Consultant
 Production Photographer
 Set Construction & Scenic Art
 Outdoor Set Construction & Scenic Art
 Rigging Consultant
 Automation Safety Consultant

Paul Hart
 Simon Kenny
 Mark Aspinall
 Anjali Mehra
 Rory Beaton
 Adam Fisher
 George Reeve
 Sibylla Archdale Kalid
 Charlie Tymms
 John Lord & Jude Munden
 Ashleigh Cheadle
 Dani McCallum

William Bennett
 Kevin Wallace

Gareth Collins
 Nick Flintoff
 Alice Reddick
 Cat Pewsey
 Katie Newton
 Fern Bamber & Natalie Toney
 Leila Stephenson
 Thom Townsend
 Katie Crump & Izzy Moore
 Jack Ryan
 Stuart Thompson
 Ryan Tate
 Phil Anderson & James Luff
 Justin Allan & Maybelle Laye
 Molly English
 Paul Aspinall, Norma Bonnell & Ros Kitson
 Debbie Mcgregor, Polly Mitton & Caz Williams
 Molly Curtis
 Fliss Becker & Lixi Chivas
 Bea Webster
 Pamela Raith
 Tin Shed Scenery
 DSH Carpentry
 Carl Jewsbury
 Mylan Lester