

**-Providence Players of Fairfax-  
AUDITION ANNOUNCEMENT – *The Phantom Tollbooth***

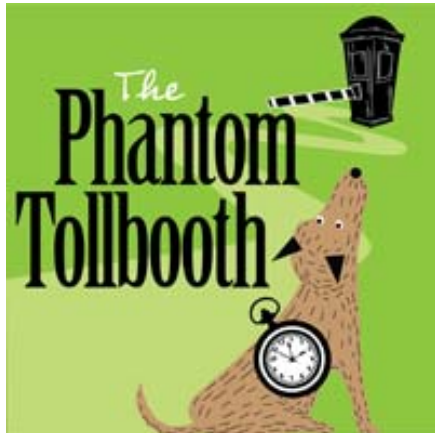
Audition Sessions: **Sat 10/14/17 Session 1 9:30 – 12** Sat 10/14/17 Session 2 1:30 – 4 **Tue 10/17/17 Session 3 6:45-9:30** Sat 10/21/17 Session 4 9:30-12  
Call Backs, if needed will be held on 10/21/17 in the afternoon.

**Attention- Audition Sides Will Be Posted on the PPF Website By  
Wed 10-11-17 at 9 PM**

## **The Phantom Tollbooth**

**By Susan Nanus based on the Book by Norton Juster**

Directed by Chip Gertzog



Based on the Book by Norton Juster. Juster's acclaimed fantasy adventure comes to life onstage! Milo is bored and the Demons of Ignorance keep telling him "If you get the urge to do anything — don't. It could be dangerous." To the rescue comes the Phantom Tollbooth! Aided by a trusty timekeeping dog Tock, they meet many memorable characters in the Land of Wisdom on their quest to rescue the princesses Rhyme and Reason. Based on the classic young adult novel, *The Phantom Tollbooth* is outstanding entertainment for the whole family.

***Co-Produced by Providence Players and The Young Hearts***

This special production of a holiday treat will benefit the work of [The Young Hearts](#), a group of amazing teens who raise funds to battle blood cancers and other diseases. Half of all net proceeds from this production will be donated to Young Hearts Foundation in pursuit of their important mission.

- **Approximately 20 Actors Will Portray 35+ Roles – All Open**
- **There are some roles (including one lead and two of the featured roles) open to youth aged 9 and older – See the accompanying character/age chart.**
  - The Providence Players of Fairfax is a non-profit community theater troupe. All participation is on a volunteer, non-compensated basis.
  - The Providence Players of Fairfax is a membership organization. ***Membership is not required to audition.*** If cast, actors in addition to production team members will be asked to become members of the Providence Players (\$10) for the season (if they are not already).

### **Availability of the Play for Review**

The Providence Players does not post pdf copies of plays on their website, or provide preview copies of the play. The play is available from Samuel French, Amazon and a number of other sellers. However, *The Phantom Tollbooth* is readily available in pdf format on the internet. One location link is: [http://www.oasd.k12.wi.us/uploaded/sl/pdf/news/phantom\\_tollbooth.pdf](http://www.oasd.k12.wi.us/uploaded/sl/pdf/news/phantom_tollbooth.pdf)

### **Performance Dates and Times**

**Preview:** December 7, 2017 **7:00pm Curtain**

**Evening Performances:** Thursdays, Fridays, Saturdays; 7:30 pm Curtain  
Dec 8, 9\*, 14, 15 & 16\*

# **-Providence Players of Fairfax- AUDITION ANNOUNCEMENT – *The Phantom Tollbooth***

Audition Sessions: **Sat 10/14/17 Session 1 9:30 – 12** Sat 10/14/17 Session 2 1:30 – 4 **Tue 10/17/17 Session 3 6:45-9:30** Sat 10/21/17 Session 4 9:30-12  
Call Backs, if needed will be held on 10/21/17 in the afternoon.

**Matinees:** Saturdays & Sundays; 2:00 pm curtain  
Dec 9\*, 10, 16\* & 17 \*two performances these days

## **Audition Sessions – Plan On Attending One –**

**Sat 10/14/17 Session 1 9:30 - 12 pm**  
**Sat 10/14/17 Session 2 1:30 - 4 pm**  
**Tue 10/17/17 Session 3 6:45 - 9:45 pm**  
**Sat 10/21/17 Session 4 9:30 - 12 pm**

Call Backs, if needed will be held on 10/21/17 in the afternoon by invitation.

## **Location**

**The James Lee Community Center Theater**  
**2855 Annandale Road**  
**Falls Church, VA 22042**

Auditions will be held **IN THE THEATER** located to the right of the main desk and up the stairs and to the left. Signs will be posted. Please sign in at the main community center entrance counter.

## **Audition Information/Instructions**

- **PLEASE PLAN** on coming to one audition session and staying for the full audition session or until released by the director (the director will try and get the younger actors out of auditions as quickly as possible). **PPF DOES NOT USE AUDITION APPOINTMENTS OR AUDITION SLOTS.**
- **PLEASE RSVP** to [providenceplayers@cox.net](mailto:providenceplayers@cox.net) **with the date you plan on coming to auditions.**
- **HOW WE WORK:** For this play, please select an audition date to attend and plan on staying for the full session. Most PPF auditions have actors up and down to read multiple times in multiple combinations and scenes. Most actors find this fun. You will be able to sit in the theater and watch all the auditions. You may be asked to go into the hallway with audition partners and work a bit on a scene. We will do our best to get you up multiple times reading for parts you are interested in. You will also be asked to read for other parts you may not be auditioning for. The Providence Players strives to make our productions open to interested and engaged actors & actresses, regardless of their level of experience. We try and make our auditions as relaxing and fun as possible.
- **AUDITION PROCESS:** Auditions will consist of readings from the script - No monologue is required.
- **AUDITION SIDES:** Sides for the audition process will be supplied at auditions and may be posted on our website. *Additional sides may be added at the auditions.*

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**Call Backs, if needed will be held on 10/21/17 in the afternoon.**

- **AUDITION FORM:** Resumes and headshots will be accepted, but are not required. Please **ALSO COMPLETE** the attached PPF *Phantom Tollbooth Audition Form* and bring it with you to the audition.
- **MEMBERSHIP:** The Providence Players of Fairfax is a membership organization. Membership is not required to audition. If cast, actors in addition to production team members will be asked to become members of the Providence Players (\$10) for the season (if they are not already).
- **RSVP:** Please send us an RSVP if you plan to audition to [providenceplayers@cox.net](mailto:providenceplayers@cox.net) (or email us any questions you may have).

### **Rehearsal Schedule**

A copy of the preliminary stage rehearsal schedule is included with this announcement and will be available online and at auditions. Stage rehearsals begin October 24, 2017 and the schedule becomes very intensive in November. Unless indicated otherwise, all rehearsals will happen at the James Lee Community Center. Rehearsals will be held in the evenings roughly from 6:45 to 9:45 pm and on Saturdays and Sundays as indicated.

**Please come to auditions prepared to list any availability conflicts over this time period. Space is provided on the audition form for this purpose.**

### **Director’s Brief Take On the Play**

- *The Phantom Tollbooth* is a classic children's book somewhat in the style of *Alice in Wonderland* emphasizing the importance of learning, wisdom. Milo is a young boy/girl bored with life who learns through his travels in the Land of Wisdom that excitement and action are all around him. The story inspires imagination and creativity. In simplest terms a tale of ignorance vs. wisdom.
- It is the story of one boy's journey through his imagination to develop wisdom while fighting off the demons of ignorance and lethargy. The story is deceptively child-like but is full of more adult concepts including many verbal and visual puns.
- We will balance the play’s childlike quality while still while developing the presentation of the cleverness of the script for the adults.

### **Role Descriptions**

<b>PPF The Phantom Tollbooth - Roles, Ages, Gender</b>			
<b>Ages are approximate - gender approach to roles is flexible - Most actors (except 3 leads and perhaps some of the larger featured roles) are likely to be cast in multiple roles and used in various capacities throughout the play. It is anticipated that about 19 actors will be cast</b>			
<b>Character in General Order of Appearance</b>	<b>Type</b>	<b>Playing Age</b>	<b>Gender</b>

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<b>Milo</b> - A 10 to 12 year old who finds everything to be horribly boring. This routine changes when Milo takes a trip through the mysterious tollbooth that appears in his bedroom one day.	Lead	10-14	Any
<b>The Whether Man</b> - A peculiar fellow who says everything three times, the Whether Man is the caretaker of Expectations. He is so busy thinking about what could be and why that he never seems to go anywhere or get anything done.	Cameo	Male	Any
<b>Lethargians</b> (6 roles) - The Lethargians are lazy, energyless, creatures who live in perpetual boredom in the Doldrums.	Supporting	9-14	Any
<b>Tock the Watchdog</b> - Milo's friend Tock is literally a "watchdog." A clock makes up part of his body. He patrols the Doldrums and stops people from wasting time. He joins Milo on his quest. This is will likely be a very physical role	Lead	Adult	Any
<b>Azaz the Unabridged, King of Dictionopolis</b> - King Azaz is ruler of the realm of letters and words. Azaz and his brother argue over which is more important—numbers or letters, and they banish the princesses Rhyme and Reason. Once he realizes the foolishness of his squabble, King Azaz sends Milo to rescue the princesses.	Featured	Adult	Male
<b>The Mathemagician, King of Digitopolis</b> - Azaz's brother, the Mathemagician, rules in a world of numbers. Unlike Azaz, the Mathemagician has doubts about releasing Rhyme and Reason.	Featured	Adult	Male
<b>Princess Sweet Rhyme</b> -Adopted sister of Azaz and the Mathemagician; helps to settle all conflicts with her rhymes. When Azaz and the Mathemagician asked them to determine whether numbers or letters are more important, Rhyme and Reason say each is equally valuable. The brothers then imprisoned the two princesses in the Castle in the Air.	Featured	Over 16	Female
<b>Princess Pure Reason</b> - Adopted sister of Azaz and the Mathemagician; helps to settle all conflicts with her reason. When Azaz and the Mathemagician asked them to determine whether numbers or letters are more important, Rhyme and Reason say each is equally valuable. The brothers then imprisoned the two princesses in the Castle in the Air.	Featured	Over 16	Female
<b>Gatekeeper of Dictionopolis</b> - Controls access to Dictionopolis	Cameo	Adult	Any
<b>Word Merchants 3 Roles</b> - Purveyors of Words in the marketplace of Dictionopolis.	Supporting	Over 12	Any

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<b>Word Merchant 4</b> - The Letterman - also a purveyors of Words in the marketplace of Dictionopolis a bit more specialized.	Supporting	Over 12	Any
<b>Spelling Bee</b> - self-taught master of spelling who loves to show off his skills S-K-I-L-L-S! Advocate for learning.	Featured	Over 12	Any
<b>The Humbug</b> - The Humbug is an insect who lives only to flatter people—especially himself. The Humbug is ignorant about everything from math to geography and proves himself the fool by his constant attempts to say intelligent things. After trying to impress King Azaz, he accompanies Milo and Tock on their journey.	Lead	Adult	Male
<b>The Duke of Definition-Minister 1</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Minister of Meaning - Minister 2</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Earl of Essence - Minister 3</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Count of Connotation - Minister 4</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Undersecretary of Understanding - Minister 5</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>A Page</b> - a member of Azaz's court	Cameo	Over 10	Any
<b>Dr. Kakofonous A Dischord, Doctor of Dissonance</b> - A quack doctor who only prescribes horrible noises. A scientist who enjoys creating unpleasant sounds, and curing pleasant sounds.	Featured	Adult	Male
<b>The Aweful Dynne</b> - a genie who collects noises for Dr. Dischord.	Supporting	Adult	Male
<b>The Dodecahedron</b> - an inhabitant of Digitopolis with twelve faces, each of which shows a different emotion. He leads Milo and his companions through the numbers mine, where workers chisel out gemlike digits, to the city of Digitopolis.	Featured	Adult	Any
<b>6 Miners of the Numbers Mine</b> - workers who chisel out gemlike digits. Broken gem digits are used for fractions.	Cameo	Over 9	Any
<b>The Everpresent Wordsnatcher</b> -A demon bird who turns words around to show off his cleverness. He is not a demon, just a nuisance	Cameo	Over 12	Any

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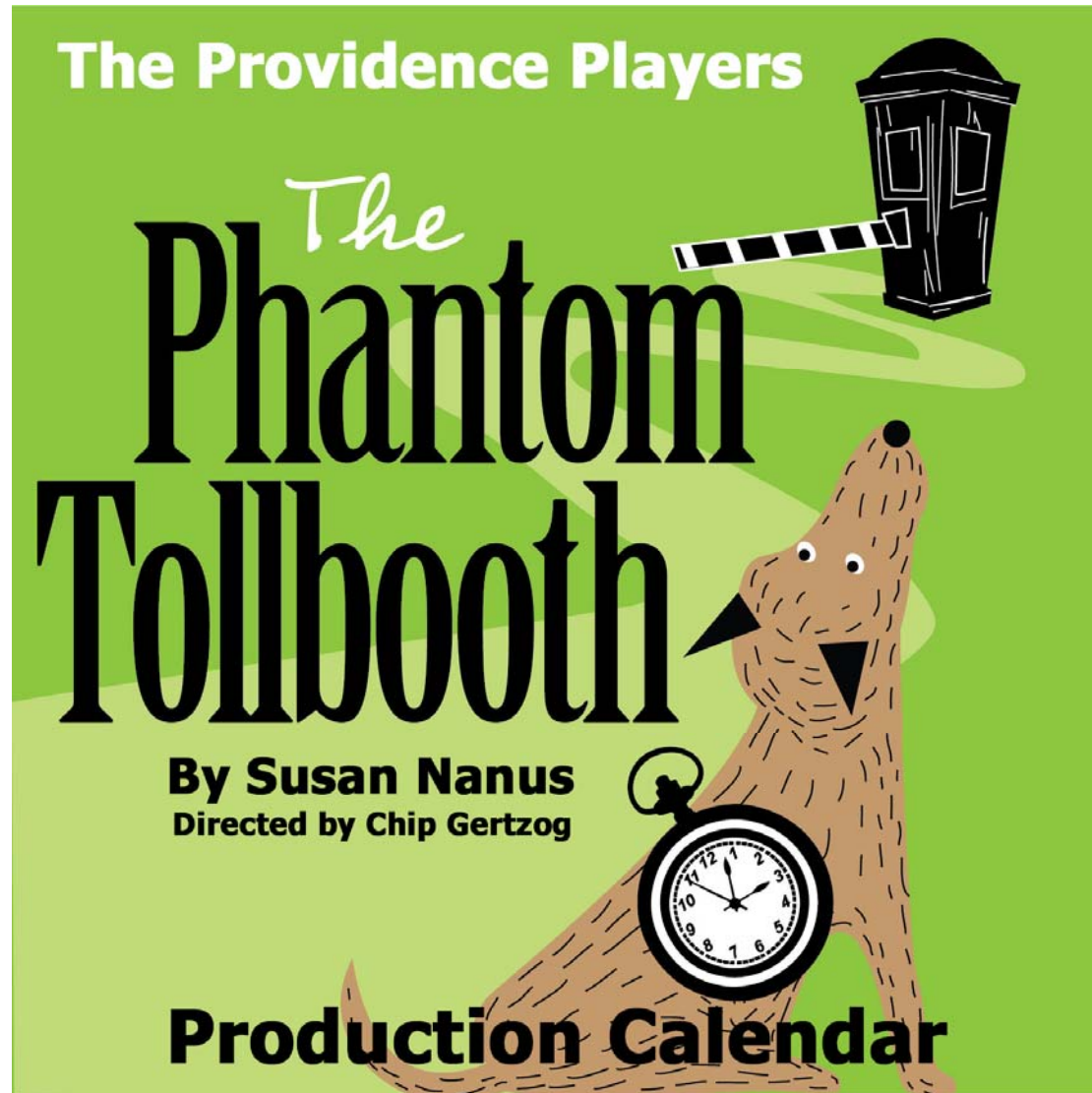
<b>The Terrible Trivium</b> - The Terrible Trivium is a demon with no facial features. He lives in the Mountains of Ignorance and preys upon travelers convincing them to undertake tasks that can never be completed.	Cameo	Adult	Any
<b>The Demon of Insincerity</b> - The Demon of Insincerity tries to scare Milo and his companions off their path through the Mountains of Ignorance by throwing half-truths at them, which are only dispelled when they see this demon for what he really is.	Cameo	Adult	Any
<b>Senses Taker</b> - The Senses Taker spends his days in the Castle in the Air trying to rob people of their senses by bombarding them with detailed questions.	Cameo	Adult	Any

### **About the Director**

*The Phantom Tollbooth* will be Director Chip Gertzog's 12<sup>th</sup> directorial outing for PPF. He is a founding member and past president of the Providence Players and a devout community theater junkie having actively participated in more than 60 productions over the past 19 years. His directing credits include:

*The Philadelphia* (One Act) (2000)  
*Sorry Wrong Number* (One Act) (2001-2002)  
*George Washington Slept Here* (2002 -2003)  
*Heaven Can Wait* - with Barbara Gertzog (2004-2005)  
*The Time of Your Life* (2006-2007)  
*Saturday Sunday Monday* (2007-2008)  
*Rehearsal for Murder* (2008-2009)  
*Harvey* (2009-2010)  
*You Can't Take it With You* (2012-2013)  
*Little Shop of Horrors* (2013-2014)  
*Almost, Maine* (2015-2016)

Chip has served the company as producer, technical director, lighting, sound, and set designer, stage manager, production photographer, and, on occasion, has acted for the company. He remains active on the PPF Board and in marketing and publicity for the company. He has been nominated for more than 20 WATCH awards and is an eight-time WATCH award winner in a variety of production categories. As a director, Chip's focus is on holistic, balanced productions with strong, tightly integrated production values and on ensuring that all involved have a great time working on the production.



**Providence Players Preliminary Production Calendar & Schedule – SUBJECT TO REVISION**

October 2017						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1 PPF Theater Use- Dress Rehearsal 9A M to 5 PM	2 PPF Theater Use Dress Rehearsal 5:00 PM –10 PM	3 PPF Theater Use Dress Rehearsal 5:00 PM –10 PM	4 PPF Theater Use Dress Rehearsal 5:00 PM –10 PM	5 PPF Student & Senior Preview Performance 7PM 5:00 PM –11PM	6 PPF Performance 7:30 PM 5:00 PM –11 PM	7 PPF Performance 7:30 PM 5:00 PM –11 PM
8 PPF Performance Matinee 2 PM 12 PM-6PM	9 <b>Columbus Day Holiday</b>	10 <b>PPF Play Reading Night</b>	11	12 PPF Thursday Performance 7:30 PM 5:00 PM –10PM	13 PPF Performance 7:30 PM 5:00 PM –11PM	14 <b>Phantom Tollbooth Auditions</b> 9:30 – 12:00 Session 1 1:30 – 4:00 Session 2  PPF Moon Performance 7:30 PM
15 PPF Performance Matinee 2 PM 12 PM-6PM	16 <b>PPF Board Meeting</b>	17 <b>Phantom Tollbooth Auditions</b> 6:45 to 9:30 PM Session 3	18	19 PPF Thursday Performance 7:30 PM 5:00 PM –10PM	20 PPF Performance 7:30 PM 5:00 PM –10PM	21 <b>Phantom Tollbooth Auditions</b> 9:30 – 12:00 Session 4 <b>Call Backs If Needed</b> 1:30 – 4:00 pm  PPF Moon Closing Night Performance 7:30 PM
22 PPF Strike Moon Over Buffalo 9 AM – 5 PM	23	24 <b>Phantom Tollbooth Theater Use 6-10 PM</b>  Full Cast Read Thru #1 Cast Call 7 PM to 9 PM	25	26 <b>Phantom Tollbooth Theater Use 6-10 PM</b>  Full Cast Read Thru #2 Cast Call 7 PM to 9 PM	27	28
29	30	31 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Blocking Rehearsal – Not all actors required. Specific actors will be called –Cast Call 6:45 PM to 9:45 PM				



**Providence Players Preliminary Production Calendar & Schedule – SUBJECT TO REVISION**

November 2017						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Blocking Rehearsal – Not all actors required. Specific actors will be called –Cast Call 6:45 PM to 9:45 PM	2 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Blocking Rehearsal – Not all actors required. Specific actors will be called –Cast Call 6:45 PM to 9:45 PM	3	4 <b>Phantom Tollbooth</b> Set/Build Wkend 9:00 AM – 10 PM Construction 9 to 5 Cast expected to participate in set build
5 <b>Phantom Tollbooth</b> Set/Build Wkend 9:00 AM – 6 PM Construction 9 to 5 Cast expected to participate in set build	6 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Call is 6:45 to 9:30 PM Pages 9 – Middle of 20 (11 pages)	7 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Call is 6:45 to 9:30 PM Pages mid 20 – 33 (14 pages)	8 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Call is 6:45 to 9:30 PM Pages 34 – 47 (14 Pages)	9 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Call is 6:45 to 9:30 PM Pages 39 – 53 (15 Pages)	10 Veterans Days JLCC Closed	11 <b>Phantom Tollbooth Theater Use 9 AM – 6 pm</b> Call is 9:30 AM to 12:30 PM Pages 53 - 66 <i>Theater available for set/tech and costume work in PM</i>
12 <b>Phantom Tollbooth Theater Use 9 – 5 pm</b> Act 1 (9-33) 9:30 to 12:30 – Actors call – if any TBD for PM may give stage over for set work.	13 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Act 2 6:45 to 9:30	14 PPF Play Reading Night	15 <b>CAST OFF BOOK</b> <b>Phantom Tollbooth Theater Use 6-10 PM</b> Cast Call 6:45 – Photo shoot 6:45 to 7:30.  Run Act 1 7:30 to 9:30	16 <b>CAST OFF BOOK</b> <b>Phantom Tollbooth Theater Use 6-10 PM</b>  <b>Cast Call 6:45 – 9:30</b> <b>Run show with stop and fix</b>	17 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Tech Set Up – No Cast Required	18 <b>Phantom Tollbooth Theater Use 9 AM – 10 pm</b> Tech Weekend Cast Call TBD
19 <b>Phantom Tollbooth Theater Use 9 AM – 5 pm</b> Tech Weekend Cast Call TBD	20 PPF Board Meeting	21 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Call is 6:30 for Costumes- No Makeup Limp Thru Act 1 With Tech (May be Q2Q and/or stop and Fix)	22 <b>Phantom Tollbooth Theater Use 6-10 PM</b> Call is 6:30 for Costumes- No Makeup Limp Thru Act 2 With Tech (May be Q2Q and/or stop and Fix)	23 Thanksgiving County Holiday No Access JLCC Closed	24 County Holiday No Access JLCC Closed	25 County Holiday No Access JLCC Closed
26 <b>Phantom Tollbooth Theater Use 9 – 5 pm</b> Cast Call is 9:30 AM Costumes – Key Hair and Makeup Run show 10:30 – 12:30 Break 12:30 – 1:30 Run Show 1:45 to 3:45 3:45 to 4:45 Problem solve	27 <b>Phantom Tollbooth Theater Use 6-10 PM</b>  <b>Cast Call is 6:45 – Costumes – practice makeup</b> <b>Run Show</b>	28 <b>Phantom Tollbooth Theater Use 6-10 PM</b>  <b>Cast Call is 6:45 – No Costumes (Except any key changes) – Speed through and scene transition rehearsal</b>	29 <b>Phantom Tollbooth Theater Use 6-10 PM</b>  <b>Cast Call is 6:45 – Costumes – no makeup</b> <b>Run Show</b>	30 <b>Phantom Tollbooth Theater Use 6-10 PM</b>  <b>Cast Call is 6:30 – Full Dress Rehearsal</b>		

Providence Players Theater Use Schedule for *The Phantom Tollbooth* – The Details of this Schedule Will Change

**Providence Players Preliminary Production Calendar & Schedule – SUBJECT TO REVISION**

December 2017						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1 <b>OFF!</b>	2 <b>Phantom Tollbooth Theater Use 9-5 PM</b> Call is 9:30 Dress Run in AM and One in PM.  <b>PPF Holiday Party in</b>
3 <b>Phantom Tollbooth Theater Use 9-5 PM</b> Call is 10:00 AM Dress  Run Full Performance Conditions	4 <b>Phantom Tollbooth Theater Use 5-10 PM</b> Call is whatever time you need to be there to start run at 7:15 Run Full Performance Conditions	5 <b>Phantom Tollbooth Theater Use 5-10 PM</b> Call is whatever time you need to be there to start run at 7:15 Run Full Performance Conditions	6 <b>Phantom Tollbooth Theater Use 5-10 PM</b> Call is whatever time you need to be there to start run at 7:00 pm Run Full Performance Conditions	7 PPF Student & Senior  Preview Performance <b>Curtain – 7 PM</b>	8 Use 5PM –10PM <b>Phantom Tollbooth</b> Performance 7:30 PM	9 <b>Phantom Tollbooth TWO Performances</b> Matinee 2:00 PM Evening 7:30 PM Use 11 am –10 PM
10 <b>Phantom Tollbooth</b> Matinee 2 PM 12 PM – 6 PM.	11	12 <b>PPF Play Reading Night</b>	13	14 Use 5 PM –11PM <b>Phantom Tollbooth</b> Performance 7:30 PM	15 Use 5PM –10PM <b>Phantom Tollbooth</b> Performance 7:30 PM	16 <b>Phantom Tollbooth TWO Performances</b> Matinee 2:00 PM Evening 7:30 PM Use 11 am –10 PM
17 <b>Use 12 PM to 10 PM</b> <b>Phantom Tollbooth</b> Matinee 2 PM <b>STRIKE AFTER SHOW</b>	18 <b>PPF STRIKE</b> During Day and Evening if Necessary <b>PPF Board Meeting</b>	19	20	21	22 <b>County Holiday JL Closed</b>	23 <b>Holiday JL Closed</b>
24 <b>Holiday JL Closed</b>	25 <b>Christmas Holiday JL Closed</b>	26	27	28	29	30 <b>JLCC Closed</b>
31						



Providence Players  
OF FAIRFAX



# Providence Players of Fairfax

Audition Form

## *The Phantom Tollbooth*

*Please fill out each section below*

*Attach a resume and/or headshot to this form (optional)*

NAME		
ADDRESS		
	Home	Work
Phone		
Cell		
Email		
	Age (if under 18) -	Grade in School-
Parent Contact Info Here: Names, email, phone numbers		

Note: The Providence Players of Fairfax is a membership organization. If you are cast and are not already member, you will be asked to become one. Membership is \$10 per season.

### **ROLE PREFERENCE**

The nature of *The Phantom Tollbooth* and the character doubling envisioned for the production requires that the director cast the show based on character pairings, age matching, some gender matching and scene flow. If you would like to be considered for some particular roles, please list them here. If you have any other (non-schedule related) casting constraints, please list them here as well:



Providence Players  
OF FAIRFAX



# Providence Players of Fairfax

Audition Form

## *The Phantom Tollbooth*

### PPF The Phantom Tollbooth - Roles, Ages, Gender

**Ages are approximate - gender approach to roles is flexible - Most actors (except 3 leads and perhaps some of the larger featured roles) are likely to be cast in multiple roles and used in various capacities throughout the play. It is anticipated that about 19 actors will be cast**

Character in General Order of Appearance	Type	Playing Age	Gender
<b>Milo</b> - A 10 to 12-year-old who finds everything to be horribly boring. This routine changes when Milo takes a trip through the mysterious tollbooth that appears in his bedroom one day.	Lead (Will Not Be Doubled with another Role)	10-12	Any
<b>The Whether Man</b> - A peculiar fellow who says everything three times, the Whether Man is the caretaker of Expectations. He is so busy thinking about what could be and why that he never seems to go anywhere or get anything done.	Cameo	Male	Any
<b>Lethargians</b> (6 roles) - The Lethargians are lazy, energyless, creatures who live in perpetual boredom in the Doldrums.	Supporting	9-14	Any
<b>Tock the Watchdog</b> - Milo's friend Tock is literally a "watchdog." A clock makes up part of his body. He patrols the Doldrums and stops people from wasting time. He joins Milo on his quest. <b>This is will likely be a very physical role</b>	Lead (Will Not Be Doubled with another Role)	Adult	Any
<b>Azaz the Unabridged, King of Dictionopolis</b> - King Azaz is ruler of the realm of letters and words. Azaz and his brother argue over which is more important—numbers or letters, and they banish the princesses Rhyme and Reason. Once he realizes the foolishness of his squabble, King Azaz sends Milo to rescue the princesses.	Featured	Adult	Male
<b>The Mathemagician, King of Digitopolis</b> - Azaz's brother, the Mathemagician, rules in a world of numbers. Unlike Azaz, the Mathemagician has doubts about releasing Rhyme and Reason.	Featured	Adult	Male
<b>Princess Sweet Rhyme</b> -Adopted sister of Azaz and the Mathemagician; helps to settle all conflicts with her rhymes. When Azaz and the Mathemagician asked them to determine whether numbers or letters are more important, Rhyme and Reason say each is equally valuable. The brothers then imprisoned the two princesses in the Castle in the Air.	Featured	Over 16	Female



Providence Players  
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## *The Phantom Tollbooth*

<b>Princess Pure Reason</b> - Adopted sister of Azaz and the Mathemagician; helps to settle all conflicts with her reason. When Azaz and the Mathemagician asked them to determine whether numbers or letters are more important, Rhyme and Reason say each is equally valuable. The brothers then imprisoned the two princesses in the Castle in the Air.	Featured	Over 16	Female
<b>Gatekeeper of Dictionopolis</b> - Controls access to Dictionopolis	Cameo	Adult	Any
<b>Word Merchants 3 Roles</b> - Purveyers of Words in the marketplace of Dictionopolis.	Supporting	Over 12	Any
<b>Word Merchant 4</b> - The Letterman - also a purveyers of Words in the marketplace of Dictionopolis a bit more specialized.	Supporting	Over 12	Any
<b>Spelling Bee</b> - self-taught master of spelling who loves to show off his skills S-K-I-L-L-S! Advocate for learning.	Featured	Over 12	Any
<b>The Humbug</b> - The Humbug is an insect who lives only to flatter people—especially himself. The Humbug is ignorant about everything from math to geography and proves himself the fool by his constant attempts to say intelligent things. After trying to impress King Azaz, he accompanies Milo and Tock on their journey.	Lead (Will Not Be Doubled with another Role)	Adult	Male
<b>The Duke of Definition-Minister 1</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Minister of Meaning - Minister 2</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Earl of Essence - Minister 3</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Count of Connotation - Minister 4</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>The Undersecretary of Understanding - Minister 5</b> - Dictionopolis' governing cabinet of redundant word bureaucrats. They masterfully explore synonym and redundancy.	Supporting	Adult	Any
<b>A Page</b> - a member of Azaz's court	Cameo	Over 10	Any



Providence Players  
OF FAIRFAX #

# Providence Players of Fairfax

Audition Form

## *The Phantom Tollbooth*

<b>Dr. Kakofonous A Dischord, Doctor of Dissonance</b> - A quack doctor who only prescribes horrible noises. A scientist who enjoys creating unpleasant sounds, and curing pleasant sounds.	Featured	Adult	Male
<b>The Aweful Dynne</b> - a genie who collects noises for Dr. Dischord.	Supporting	Adult	Male
<b>The Dodecahedron</b> - an inhabitant of Digitopolis with twelve faces, each of which shows a different emotion. He leads Milo and his companions through the numbers mine, where workers chisel out gemlike digits, to the city of Digitopolis.	Featured	Adult	Any
<b>6 Miners of the Numbers Mine</b> - workers who chisel out gemlike digits. Broken gem digits are used for fractions.	Cameo	Over 9	Any
<b>The Everpresent Wordsnatcher</b> -A demon bird who turns words around to show off his cleverness. He is not a demon, just a nuisance	Cameo	Over 12	Any
<b>The Terrible Trivium</b> - The Terrible Trivium is a demon with no facial features. He lives in the Mountains of Ignorance and preys upon travelers convincing them to undertake tasks that can never be completed.	Cameo	Adult	Any
<b>The Demon of Insincerity</b> - The Demon of Insincerity tries to scare Milo and his companions off their path through the Mountains of Ignorance by throwing half-truths at them, which are only dispelled when they see this demon for what he really is.	Cameo	Adult	Any
<b>Senses Taker</b> - The Senses Taker spends his days in the Castle in the Air trying to rob people of their senses by bombarding them with detailed questions.	Cameo	Adult	Any



# Providence Players of Fairfax

Audition Form

## *The Phantom Tollbooth*

### **Scheduling Conflicts?**

*Please review the audition announcement, show dates, and preliminary production calendar*

The nature of PPF's holiday show time slot is that the rehearsals are a bit compressed and constrained by the Thanksgiving holiday...so, we jump right in! The director will only schedule actors when they will be utilized (unless something goes very wrong). For the school students in the show, the director will manage rehearsals as best as possible to get the younger performers out as early as possible. Students should do homework before rehearsal and may bring it to rehearsal.

PARENTS – For Children Under the age of 16, we ask that a parent be onsite while your child is in rehearsal or performing. We can work things out when they can't happen but we can never be responsible for transportation to and from the theater. We welcome you to get involved in some aspect of the production and will not be shy about asking you! Please join in the fun!

October Rehearsal Dates – CHECK ONLY IF YOU CAN'T MAKE THE DATE:

Tuesday 10/24 \_\_\_\_ Thursday 10/26 \_\_\_\_ Tuesday 10/31\_\_\_\_

November Rehearsal Dates– CHECK ONLY IF YOU CAN'T MAKE THE DATE:

Wed 11/1\_\_\_\_ Thur 11/2\_\_\_\_ Sat 11/4 Set Build\_\_\_\_ Sun 11/5 Set Build \_\_\_\_

Mon 11/6\_\_\_\_ Tues 11/7\_\_\_\_ Wed 11/8\_\_\_\_ Thur 11/9\_\_\_\_ Sat 11/11\_\_\_\_

Sun 11/12\_\_ Mon 11/13\_\_\_\_ Wed 11/15\_\_\_\_ Thur 11/16\_\_\_\_ Sat 11/18\_\_\_\_

Sun 11/17\_\_ Tues 11/21\_\_\_\_ Wed 11/22 Thanksgiving Thur-Sat 11/23-11/25

**Any significant absences after Thanksgiving will severely hamper the progress of the entire play so it is expected that there would be no scheduled absences after 11/25/17. If there are any known conflicts after 11/25, please list them here:**



Providence Players  
OF FAIRFAX



# Providence Players of Fairfax

Audition Form

## *The Phantom Tollbooth*

### Give us a sketch of your Theater Background

*A resume may be attached in lieu of filling out the table below, though it is not required.*

### Acting Experience:

High School  Y  N - Approx. Number of Productions \_\_\_\_\_

College  Y  N - Approx. Number of Productions \_\_\_\_\_

Community  Y  N - Approx. Number of Productions \_\_\_\_\_

Pro (Paid)  Y  N - Approx. Number of Productions \_\_\_\_\_

### Overall Production Experience:

Production Role	# Shows	Production Role	# Shows	Production Role	# Shows
Directed		Set Decoration		Choreography	
Stage Managed		Props		Musician	
Stage Crew		Lighting		House Mgmt	
Set Design		Sound		Publicity	
Set Construction		Costumes		Photography	
Set Painting		Makeup/Hair		Musician	

**Important: Would you be interested in getting involved in the production if you are not cast?**

\_\_\_\_\_ Yes

\_\_\_\_\_ No

\_\_\_\_\_ Unsure

Please give us a brief sense of any theater work over the past three years: