



Dementia Friendly Performance Information Pack for The Wizard of Oz

Wednesday 4 January 2023, 2.15pm



Box Office Telephone: 0116 242 3595

Box Office Email: tickets@curvetheatre.co.uk

Address: Curve, 60 Rutland Street, Leicester, LE1 1SB

Contents

Hello and What is a Dementia Friendly Performance?.....	2
Getting to Curve.....	3 - 5
Visual Story: Your Visit to Curve.....	6 - 13
Useful Information.....	14 - 15
The Story and Sensory Moments.....	16 - 30
Meet the Cast.....	31 - 32
Production Gallery.....	33

Hello!



We are looking forward to welcoming you to **Curve** for our **Dementia Friendly Performance of The Wizard of Oz.**

This pack is designed to give you more information about the performance and our theatre ahead of your visit.

What is a Dementia Friendly Performance?

Dementia Friendly Performances are tailored to meet the specific needs of people living with dementia. They include:

- Adaptations to the show, including lighting and sound
- Clearer visual markers and signage around the theatre
- A relaxed attitude to movement and audience responses during the show
- Provision of quiet spaces before, during and after the show
- Additional staff on hand to support audience members throughout their visit, some of whom are also **Dementia Friends**.



Getting to Curve

Our address is **Curve, 60 Rutland Street, Leicester, LE1 1SB.**

Here is a map of where Curve is in the **Cultural Quarter**, and the surrounding area.



Getting here by Car

There are a number of car parks close to Curve, with the multi-storey NCP Rutland Centre Car Park being the closest to our Theatre. **Customers are advised that none of the car parks detailed on this page are owned or managed by Curve or Leicester Theatre Trust Ltd.**

NCP Rutland Centre Car Park (Multi-storey)

56 Halford Street, Leicester, LE1 1TQ

Access Spaces: 7 | Max Height: 1.93m

Curve visitors can park in the NCP Rutland Centre adjacent to Curve for **£7.95** when validated at Box Office, Green Room Café or Stage Door Bar during your visit.

If parking at NCP Rutland Centre between the hours of 5pm and 2am, you can access a cheaper rate of **£6.95** if you pay via the NCP ParkPass App, or **£7.95** if you pay your parking at the machines located in the NCP on the day.

Southampton Street

Leicester, LE1 1TG

Access Spaces: 4

Hourly charges from **£1***

Haymarket

Leicester, LE1 3HP

Access Spaces: 5

Hourly charges from **£1***

NCP Lee Circle Car Park

Leicester, LE1 3RE

Access Spaces: 4 | Max Height: 1.93m

Hourly charges from **£1.95***

Newarke Street

Leicester, LE1 5SN

Access Spaces: 1

Hourly charges from **£1***

Dover Street

Leicester, LE1 6PW

Access Spaces: 14 | Max Height 1.98m

Hourly charges from **£1***

Highcross John Lewis Car Park

Leicester, LE1 4QJ

Access Spaces: 109 | Family Spaces: 56 | Max Height, 1.98m

Hourly charges from **£3.50***, plus flat evening rate of **£2.50*** between 5pm and 6am.

There is also a drop-off point outside our theatre. *Prices subject to change.

Getting here by Bus

All Leicestershire bus services have stops within a three to 10-minute walk of Curve, with services terminating on Humberstone Gate, Haymarket Bus Station or St Margaret's Bus Station.

For more information about travelling by bus in the city, visit www.leicester.gov.uk/transport-and-streets/travelling-by-bus, or call **Traveline** on **0871 200 2233**.

Getting here by Train

Leicester Train Station is less than a 10-minute walk away via **Charles Street**. For the latest service information, please visit www.nationalrail.co.uk.

Visual Story: Your Visit to Curve

Curve is a large, round building with a glass front. The outside of Curve looks like this:



Halford Street Entrance

what3words: ///wide.wiping.dared

Southampton Street Entrance

what3words: ///seat.olive.quiet

Rutland Street Entrance

what3words: ///driver.other.ideal

There are three main entrances into the building: **Halford Street**, by our **Green Room Café**; **Rutland Street**, by our **Box Office**; and **Southampton Street**, which is in between the two.

All entrances have a set of glass double doors. The doors will open outwards automatically as you move towards them. There is **level access** into the building from both entrances.

Halford Street



Southampton Street



Rutland Street



When you enter the building, you will be in the **Foyer**. Our **Foyer** is one big circle which wraps around two of our performance spaces – the **Theatre** and the **Studio Theatre**.

As you make your way around the **Foyer**, you will notice lots of large pictures on the big red walls. This is our **Production Gallery**, and features pictures from our previous productions.



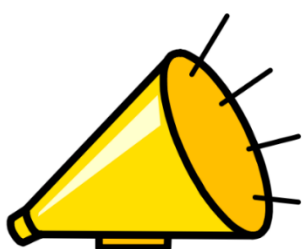
There are also large digital screens throughout the building displaying upcoming shows and events, and information about the theatre. The artwork on these screens changes approximately every 12 seconds.



At the **Dementia Friendly Performance**, our **Foyer** will still be filled with festive cheer! There will be a number of artificial trees and garlands, each decorated with static, warm-toned fairy lights, red and gold baubles and tinsel. There are also some special decorations themed around **The Wizard of Oz**.



A number of **automatic hand sanitiser points** are available around the building. To use these points, simply hold your hand beneath the dispenser. Push dispensers are also available around the building.



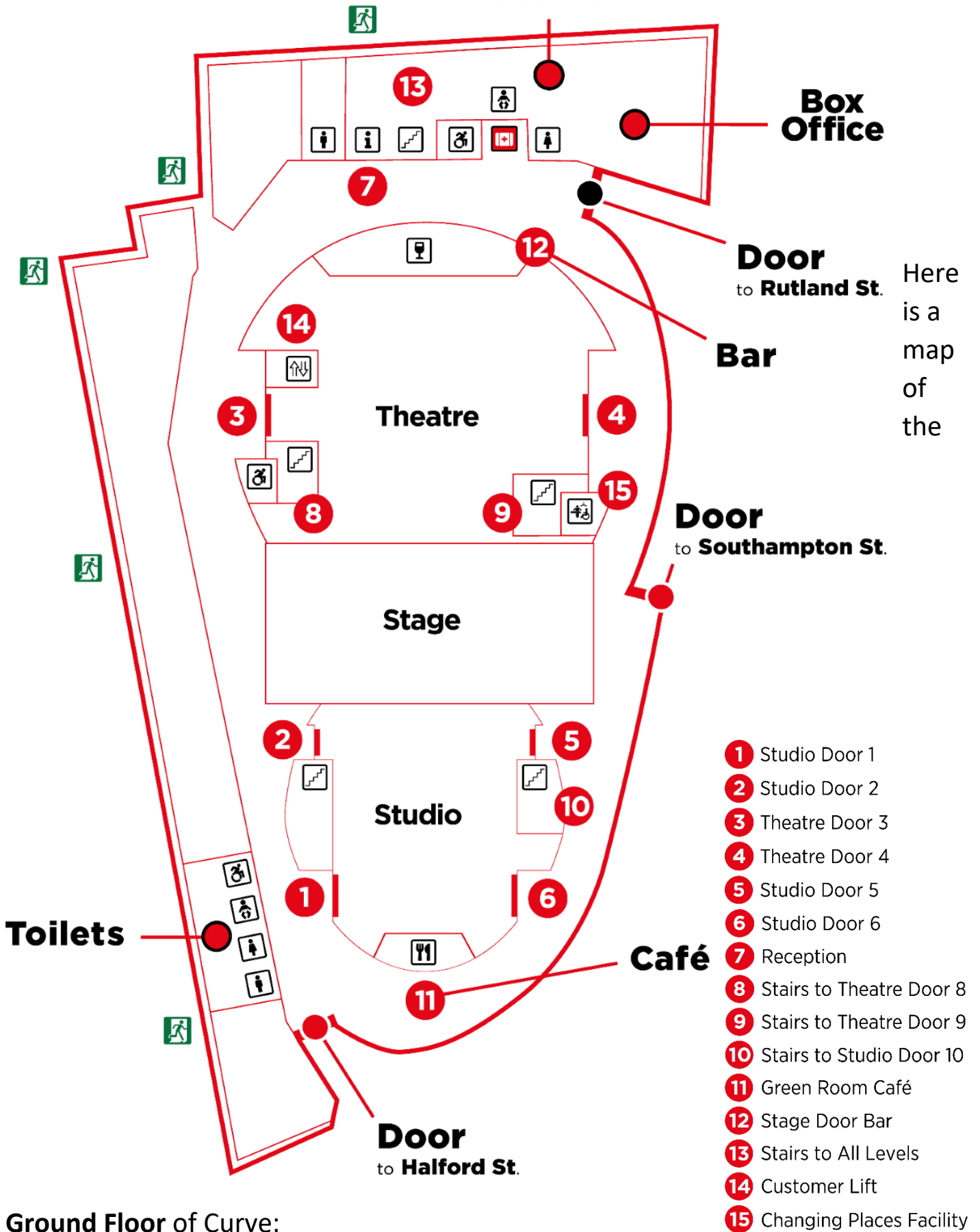
Before the show, you will hear some loud announcements in the **Foyer** telling you how long it is until the show begins, and other useful information about your visit. These will be at a quieter level at the **Dementia Friendly Performance**.



In **Alcove 4**, opposite **Box Office**, is our **Ground Floor Quiet Space**. You are welcome to relax in this space before, during or after the performance.

There is another **Quiet Space** on our **Mezzanine**. You will need to take the stairs next to **Theatre Doors 3** or **4** to access the **Mezzanine**, or the lift next to **Theatre Door 4**. A member of our **Visitor Experience Team** can help you find this space.

Here is a map of the **Ground Floor** of Curve:



Ground Floor of Curve:



Opposite the **Ground Floor Quiet Space**, you will find our **Box Office**.

Parking tickets for cars parked in the **NCP Rutland Centre Multi-storey Car Park** next door to **Curve** can be validated at the **Box Office** for **£7.95**. Ticket enquiries for this performance and future shows at Curve can also be made here.



Further round the **Foyer** you will find our **Green Room Café**.

Here you can buy a drink, snack or ice cream to enjoy before the performance.

There may be a small queue at the **Café**, so you might need to wait a few minutes.



If you need to use the toilet before you take your seats, there are male, female and accessible toilets near both the **Green Room Café** and **Box Office**. Further accessible toilets can be found outside the **Theatre** doors.

Gender-neutral toilets can be found on the **Mezzanine** floor.

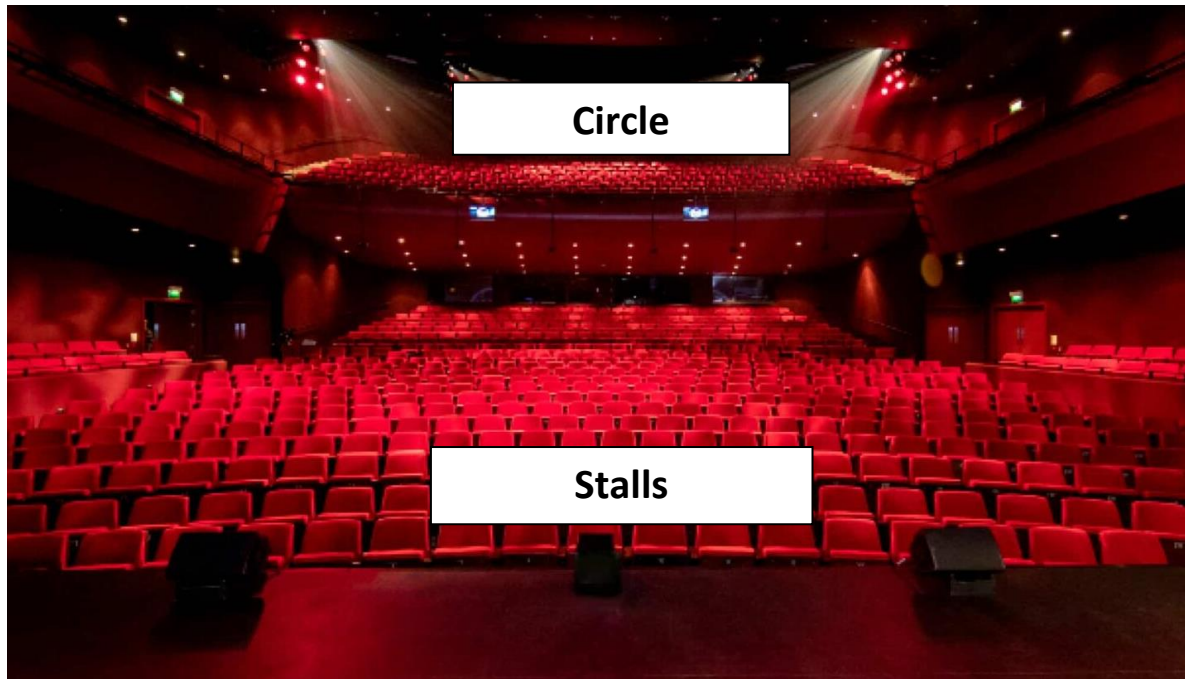
A **R.A.D.A.R** key is also available at the **Green Room Café**, if you don't have one with you.

The toilets look like this:



Our accessible toilet outside **Theatre Door 4** is a **Changing Places Facility**. Please note you will need to bring your own hoist straps to use this facility.

You will be watching **The Wizard of Oz** in the **Theatre**. Here is a picture of the seats in the **Theatre**. This is where you will sit to watch the performance.



Your **ticket** will tell you if you are sitting in the **Stalls** (Ground Floor, enter through **Theatre Doors 3** or **4**) or in the **Circle** (Mezzanine floor, enter through **Theatre Doors 8** or **9**). Your ticket will also mention which door to enter through and where to sit.

If you are sat in the **Circle**, you will need to take the stairs next to **Theatre Doors 3** or **4**, or the public lift next to **Theatre Door 3** to get to the **Mezzanine** floor (Level M). The staircase next to **Theatre Door 3** has 31 steps over three flights (9, 11, 11) and the staircase next to **Theatre Door 4** also has 31 steps over three flights (13, 7, 11). There is a landing between each flight of stairs.

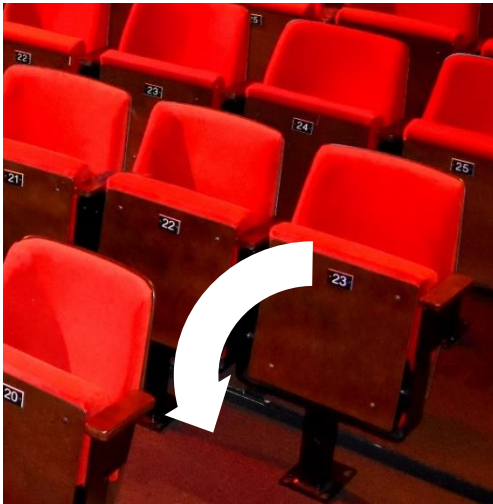


A member of our **Visitor Experience Team** can help you find the right door and your seat by looking at the letters and numbers on your ticket.

They will be wearing black shirts with a colourful Curve logo.

If you are sitting in the **Circle**, you may need to take further steps to get to your seat. There are 22 steps from where you enter through **Theatre Doors 8 or 9** to Row H at the back of the **Circle**, with 2 steps between each row.

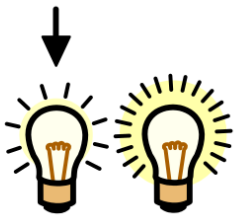
If you are sitting on the **Row H balcony** in the **Circle**, you will need to enter through **Theatre Door 11**. Please speak to a member of our Visitor Experience Team, who can help you access the **Theatre** via this door.



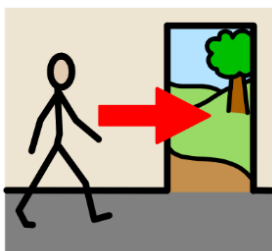
When you enter the **Theatre**, the lights will be on. You will need to pull the bottom of your seat down to sit on it.

Booster seats are available if you can't see the stage comfortably, and a member of our **Visitor Experience Team** can get one for you.

They will also be happy to help you with anything else you may need to enjoy the performance.



When the show is about to start, the lights in the **Theatre** will be dimmed but it will never go completely dark. They will remain on at a low-level throughout the performance.



Whilst the inner doors to the **Theatre** will close, the outer doors will remain open throughout so you can leave the space if you need to use the toilet or take a break from the show. You can re-enter when you're ready.



When the show has finished, the cast will come back onto the stage and bow. The audience will clap to show the cast they enjoyed the performance. It can be quite loud during this moment.

The lights will get brighter again. You can leave the **Theatre** when you are ready.

Useful Information

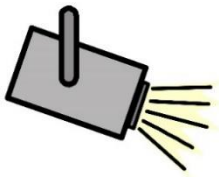


The running time for **The Wizard of Oz** is **2 hours and 5 minutes**, including a **20-minute interval**. The performance will start at **2.15pm** and finish at approximately **4.20pm – 4.30pm**.



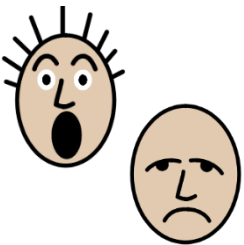
Show Warnings

The age recommendation for **The Wizard of Oz** is **6+**. The production contains **repetitive flashing lights and visual effects, high frequency strobe lighting, pyrotechnics, smoke and haze, loud sound effects**.

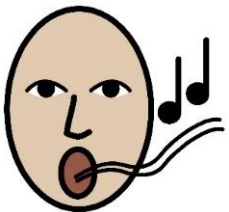


At the **Dementia Friendly Performance**, **all strobe lighting effects will be removed. Flashing light sequences, visual effects and louder moments** will be altered to more comfortable levels but will still be present throughout the show.

The lights in the **Theatre** will also remain on at a low-level throughout the performance.



The Wizard of Oz contains moments of mild peril. These moments might make you feel a bit scared, or sad.



The Wizard of Oz is a **musical**, with lots of **singing and dancing** throughout the performance.



The music in the show is performed live by a **12-piece band**, conducted by our Musical Director and Supervisor **George Dyer**, and sung by the company.

You won't be able to see the orchestra at this performance, as they are playing from an area called the **Pit**. The **Pit** is between the stage and the front row of seats and is sunken into the basement below.



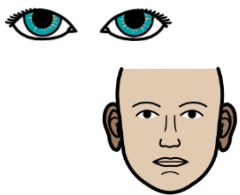
Although we will be adapting the volume of the show to a more comfortable level, some of the musical numbers will still be quite **loud**. You might like to cover your ears or wear a pair of ear defenders during these moments.



Throughout the show, there are several moving set pieces.

These include the **Gale Farmhouse**, a **car**, three illuminated arrows to illustrate the **Yellow Brick Road**, a large **sweetcorn tin**, a **petrol pump**, **neon lights**, the **Wizard's goggles** and the **Wicked Witch W. Industries** sign.

The pieces either move using technology built into the stage or are moved by members of the company. However, the **car** is really driven across the stage!



Key sensory moments to be aware of during the show are highlighted in **The Story and Sensory Moments** section, detailed on the next few pages. Some of these effects will be adapted to more comfortable levels at this performance, but if you have any concerns, please contact **Box Office** on **0116 242 3595**.

The Story and Sensory Moments

Spoiler Alert!

Over the next few pages is a summary of the story of **The Wizard of Oz**. You might find this helpful to read before you come to the theatre, but if you would like the story to be a surprise, **skip to page 34**.

If you do not want to read the full story but would like to see the key sensory moments during the show, please see the **green boxes**.



As you enter the **Theatre**, you will see a projection of The Wizard of Oz logo on the front of the stage. It moves gently above a bright blue sky filled with white fluffy white clouds.

When the show is about to begin, the band will start to play (♪ **Overture**). The lights in the **Theatre** will dim, but it won't go completely dark.

Some audience members may find the start of ♪ **Overture** startling. The music will be loud, so you might like to cover your ears ready for the start of the show. We will make this moment gentler at this performance, easing you into the adventure.

Throughout the opening number, the projection takes us down from the sky over the fields of **Kansas**. Newspaper front pages and old films come into view and go away again as we travel over small farming towns and along country lanes.

Eventually, we land at **Gale's Farm**. **Uncle Henry** is trying to find his niece, **Dorothy**. **Uncle Henry** and his wife, **Aunt Em**, are **Dorothy's** guardians, which means they care for her in the absence of her parents.

Farmhands **Hickory**, **Hunk** and **Zeke** arrive, and **Henry** tells them **Em** needs help with some new-born chicks, as their incubator has failed. They go to fetch a car to power it, as there's no electricity on the farm. They also mention they saw **Dorothy** going onto their neighbour **Ms Gulch's** land again without permission.

Dorothy returns to the farm with her dog, **Toto**. She tells **Uncle Henry** and **Aunt Em** that **Ms Gulch** hit **Toto** with a broomstick, but they're more concerned about the chicks. **Dorothy** is annoyed they don't seem to care (♪ **Nobody Understands Me**), so she picks up **Toto** and leaves.

In another part of the farm, **Hickory**, **Hunk** and **Zeke** are trying to start the car. A small white firework will fire from the car's bonnet as the boys connect the incubator to the car's battery. You will also hear a gentle bang and electrical sounds as the connection fails.

Dorothy and **Toto** arrive and tell the trio what happened with **Ms Gulch**, and that she's threatened to kill **Toto**. The boys offer to soak their neighbour with a hose, reassuring **Dorothy** that **Ms Gulch** is just trying to frighten her. They get back to work on the car; **Dorothy** still feels she's not being listened to.

Dorothy and **Toto** sit together in a field. She tells her furry friend he's the only one who loves her, but their conversation is interrupted by a bicycle bell. It's **Ms Gulch**, and she's coming for **Toto**!



On the porch outside the **Gale's House**, **Ms Gulch** is speaking with **Uncle Henry** and **Aunt Em**. She tells them **Toto** has bitten her leg, as he enters on a lead behind **Dorothy**. **Ms Gulch** calls **Toto** a menace to the community and tells the **Gale Family** she is going to see the sheriff about having **Toto** put to sleep.

Dorothy asks her guardians to make sure **Toto** comes to no harm; they tell her they'll fight any case in court, even if **Ms Gulch** was right and she has been

bitten by **Toto**. **Dorothy** is upset by this suggestion, as she feels her guardians are not on her side. **Dorothy** and **Toto** leave whilst **Uncle Henry** questions **Aunt Em** as to whether they should have welcomed her into their home.



Dorothy and **Toto** run away from the farm – they want to find somewhere that will make them feel happy and loved (🎵 **Over The Rainbow**).

If you have seen the film of **The Wizard of Oz**, you will recognise this moving song:



*Somewhere, over the rainbow,
Way up high,
There's a land that I've heard of,
Once in a lullaby.*

In a clearing on the edge of **Kansas**, **Dorothy** and **Toto** meet **Professor Marvel**. He's preparing to cook sausages using a small stove on the front of his motorcycle, singing as he goes. He invites the pair to join him – and surprises them with a magic trick, pulling flowers out of thin air!

During their chat, **Professor Marvel** guesses they're running away from home because they feel like they don't belong there. **Dorothy** tells him his thoughts are right – just as **Toto** steals the **Professor's** sausages!



Dorothy asks the **Professor** if he can show her the wonders of the world. He opens a sheet on a frame on the back of his bike, using it as a makeshift cinema screen. Several beautiful projections are cast upon it (🎵 **Wonders Of The World**). A storm begins to brew in the distance; the

Professor tells **Dorothy** and **Toto** to go home.

As this scene ends, you will hear loud claps of thunder, and the lights on stage will flash repeatedly as though lightning is overhead. There will also be some small puffs of smoke/haze from the front of the stage.

Throughout the next scene, with the twister approaching, the lights will become dark and projections like a cloudy sky. The characters will begin to run quickly across the stage and back again, under flashing lights.

The music will become fast and loud, like something bad is about to happen.

The characters fear the storm; you might feel scared too – it's okay to feel that way.



Back at the **Gale's Farm**, **Uncle Henry**, **Aunt Em** and the farmhands are trying to find **Dorothy** whilst securing items before the twister (tornado) arrives. The group make their way to the safety of a cellar, as **Dorothy** and **Toto** return to the farm. The pair enter the house, which begins to rise from the ground.

Suddenly, we seem to be in a land far away from **Kansas**. As we travel through space and time, we see projections of **Ms Gulch**, **Hunk**, **Hickory**, **Zeke** and **Professor Marvel** transforming into new characters, as though giving us a taste of what's to come (♪ **The Twister**).

Some of the projections in this sequence may be scary or upsetting for some audience members. They include **Hickory** as a member of the army and a close-up of a green lady we will come to know as the **Wicked Witch of the West**.

Various pieces of set will cross the stage behind the projections, including the incubator and the car.

The music in this sequence is fast and loud in parts, as are sound effects such as an evil laugh from the **Witch**.

As the house lands you will hear a crash, and see a flash of light and a small white firework.

A spotlight shines on the bottom of the upside-down house, from which two legs are emerging. There is a ruby slipper on each foot. **Dorothy**, now in a blue and white dress, and **Toto** crawl out from behind the house to look at the legs (♪ **Arrival In Munchkinland**).

As they gather their thoughts, **Glinda** – the **Good Witch of the North** – arrives on a pink motorbike. **Glinda** explains she’s been called by the **Munchkins** because a witch has dropped a house on the **Wicked Witch of the East**, but **Dorothy** explains she isn’t a witch at all!



The **Munchkins** surround the pair; they’re happy, as **Dorothy** has freed them from being under the rule of the **Wicked Witch of the East**. They break out into song, formally welcoming **Dorothy** to **Munchkinland** and declaring her a heroine! (♪ **Ding Dong The Witch Is Dead**).



The sky becomes dark again, as the **Wicked Witch of the West** arrives on her motorcycle accompanied by a **Mutant**. She demands to know who killed her sister, the **Wicked Witch of the East**. **Glinda**, her cousin, tries to keep everyone calm but the **Wicked Witch** focuses on **Dorothy**. She insists it was an accident, as the **Wicked Witch** zaps a **Munchkin** with her broom.

Although she can't bring her sister back, she wants the ruby slippers. Somehow, **Dorothy** is now wearing them and can't take them off! Determined, the **Wicked Witch of the West** zaps **Dorothy's** feet, but that doesn't work either. **Glinda** encourages her cousin to leave – and leave the slippers with their new owner, **Dorothy**.

Two small white fireworks will fire out of the **Witch's** broom in this scene – one as she zaps the **Munchkin**, and again as she zaps **Dorothy's** feet. The **Witch** will also scream in pain and lights will flash as the spell backfires at her from **Dorothy's** feet.

Glinda tells **Dorothy** she's made an enemy, and to go home as soon as possible. She can't go back the way she came so **Glinda** sends her to **The Wizard of Oz** in **Emerald City**, who can show her the way. She points **Dorothy** towards the **Yellow Brick Road** to start her journey, before leaving on her motorcycle. The **Yellow Brick Road Crew** – dressed in bright yellow outfits - help lead the way (♪ **Yellow Brick Road**)!

The screen at the back of the stage shows us flying over a yellow brick road, as the **Yellow Brick Road Crew** move three brightly lit, yellow, platform-like arrows into place. The arrows will move into various positions throughout the show, as **Dorothy** and **Toto** go from place to place on their adventure.

In the **Oz Countryside**, **Dorothy** comes to a road that splits in two. As she works

out which way to go, a **Scarecrow** – attached to a pole by the road – tries to help. **Dorothy** and **Toto** realise he can talk!

Dorothy, frightened by the talking **Scarecrow**, explains where she's going and



tries to leave. He tells her he wants something but keeps forgetting what it is. **Dorothy** thinks **The Wizard of Oz** could help him. Detaching him from the pole, she realises he wants a brain and invites him on the adventure (♪ **If I Only Had A Brain, Off To See The Wizard I**).

Further along the **Yellow Brick Road**, **Dorothy** and **Scarecrow**'s conversation is



interrupted by someone shouting 'Oilcan!'. They spot a **Tin Man** fixed to a neon sign.

They pour oil into his mouth and all his joints, as he explains he rusted stiff after being caught in the rain a year earlier.

Dorothy tells him it's heart-breaking to hear his story. **Tin Man** doesn't understand as he doesn't have a heart - the tinsmith who made him didn't give him one. **Dorothy** and **Scarecrow** invite **Tin Man** on their journey (♪ **If I Only Had A Heart, Off To See The Wizard II**).

Further along the **Yellow Brick Road**, darkness falls and several neon signs illuminate as the song comes to a sharp stop. **Dorothy** asks the group if they think they're likely to meet any wild animals. The **Tin Man** explains they'll likely meet lions and tigers - and bears!

At this moment, the music will become fast and loud, and for some audience members it may be a little scary. It will be interrupted by a loud roar and flashing lights as we meet **Lion**.

Lion emerges from the darkness, paws raised and ready to fight. He faces up to **Tin Man**, **Scarecrow** and **Toto**, before **Dorothy** punches him on the nose to

protect her friends. **Lion** becomes upset, as **Dorothy** calls him a coward for picking on others.



He admits he is a coward and has no courage, so **Dorothy** suggests he joins them in coming to see **The Wizard of Oz**, who might be able to give him some courage. (♪ **If I Only Had The Nerve, Off To See The Wizard III**).

As our heroes continue their journey, a projection showing a close-up of the **Wicked Witch of the West**'s face will appear on the screen at the back of the stage again. It will flash, as though glitching, as she talks.

The **Wicked Witch of the West** is annoyed our heroes' journey is going well and puts them to sleep with poppy flowers before they reach **Emerald City**.

Back on the **Yellow Brick Road**, the group begin to run as **Emerald City** is in sight. But the faster they run, the slower they go as the poppies are making them sleepy. Everyone apart from **Scarecrow** drifts to sleep, and he realises it's a spell! He tries to wake his friends, but it doesn't work and he falls asleep too. The **Wicked Witch of the West** arrives to see what she's done. **Glinda** does, too.

The poppies are presented as human figures wearing red tea dresses and shoes. Each figure has an item of furniture, such as a lampshade, television or vanity table, as their head. They sway gently throughout this scene.

The **witches** argue and **Glinda** casts a spell for snow to reverse the spell of the poppies. Both **witches** leave, as **Scarecrow** wakes to find it snowing. The other heroes also wake as the snow slows, and **Emerald City** is revealed. The adventure continues (♪ **We're Out Of The Woods**).

At the entrance to **Emerald City**, **Dorothy**, **Toto**, **Scarecrow**, **Tin Man** and **Lion** are stopped at a checkpoint by an **Emerald City Guard**. The **Guard** tells them no one has ever seen **The Wizard of Oz**, but **Dorothy** explains she's been sent by **Glinda** and proves it by showing him the ruby slippers. Amazed, he lets the group into the city.



Inside the city walls, the group are quickly surrounded by **citizens of Oz** in deep blue light. The citizens, led by a tour guide, welcome them to the city, offering to show them around and freshen them up at a salon. They accept! (♪ **The Merry Old Land of Oz**).

The **citizens of Oz** each wear a different outfit, toned green with a pink accent. The outfits are made from a variety of fabrics and textures. Some are sparkly whilst others are ruffled. The salon chairs are also made of a green, metallic fabric, which may affect some audience members with sensory differences.

The merry dance is interrupted by the **Wicked Witch of the West** arriving on her motorcycle. She threatens the **citizens of Oz**, asking them to tell her where **Dorothy** is, before zapping some **citizens** with her broom.

Once again, the zaps will be shown as small white fireworks from the witch's broom, plus small puffs of smoke.

The **Emerald City guards** secure the city. **Dorothy** insists her and her friends have to see **The Wizard of Oz**. As the group protest with the **guard**, the door to **The Wizard's Studio** opens.

As the door opens there will be an electrical hiss, and the screen at the back of the stage will show a multi-coloured image that glitches throughout the next scene. A large pair of goggles fly in from above as the **Wizard's** face appears in the centre of the image.

The **Wizard**'s voice will be loud and booming from above. You will see the digital image of the **Wizard** on screen, but not the man himself.



In **The Wizard's Studio**, the **Wizard** begins to outline the group's wishes. **Lion** faints as the **Wizard** calls his name; the others try to wake him. The **Wizard** explains he will grant their wishes if they bring him the broomstick of the **Wicked Witch of the West** (♪ **Bring Me The Broomstick**). The group leave the **Studio**, shaken, at the end

of **Act 1**.

During the **Interval**, the **Wizard**'s face will remain on display on the darkened stage, the eyes of his goggles illuminated with a spiral.

You will hear electronic sounds and beeps playing throughout the interval.

At the start of **Act 2**, there is a loud, crashing sound and a flash of light. We then immediately hear the **Winkies** – the witch's guards - chanting as the lights rise on **Witch HQ**.

Outside the **HQ**, an army of **Winkies** are marching and chanting 'O-EE-YAH, EOH-AH' in front of a Wicked Witch W. Industries sign.



The sign turns to reveal the **Wicked Witch of the West** with several of her **Mutants**. The **Witch** still wants the ruby slippers (♪ **Red Shoes Blues**) and sends the Mutants to find **Dorothy, Toto** and the slippers, bringing them to **Witch HQ**.

As the **Mutants** fly the stage becomes darker with some gently flashing lights, and puffs of smoke at the front of the stage. The music becomes loud and scary for a moment.

The stage remains dark as we meet the group in an **Oil Field** - on their way to **Witch HQ** – watched closely by **Mutants** in the shadows.



In the **Oil Field**, the friends are making their way to **Witch HQ**. As they plan their next steps, they each start to twitch as though they have been zapped by the witch's broom. They realise the **Wicked Witch of the West** is casting another spell on them! The **Mutants** fight with our heroes, taking **Dorothy** and **Toto** away to **Witch HQ**.

As the group twitch, the lights will flicker and the screen at the back of the stage will begin to glitch. You will also hear electrical zaps, before the music (♪ **Bacchanalia**) once again becomes loud and scary.

At **Witch HQ**, the **Wicked Witch of the West** leads the **Winkies** in a formation dance (♪ **Red Shoes Blues Reprise**), singing like an opera singer as they move.

The **Mutants** arrive with **Dorothy** and **Toto**. A **Winkie** takes **Toto** from **Dorothy**, as the **Witch** once again asks for the slippers. **Dorothy** explains **Glinda** told her not to give them away, so the **Witch** threatens to injure **Toto**. In a panic, **Dorothy** says she will give her the slippers.

As the **Witch** attempts to take the slippers with a spell, a small white firework will fire out of her broom and back at her. She will appear hurt, shouting in pain.



Dorothy insists the unsuccessful spell wasn't her fault, and the **Witch** remembers the slippers won't leave her feet while she is alive. While the **Witch** is thinking what to do next, **Dorothy** tells **Toto** to run. He leaps out of the **Winkie's** arms and makes for the door.

The **Witch** becomes angry and clicks her fingers to reveal a clock counting down from one hour. She tells **Dorothy** that's how much longer she has alive, and that she'll be back to claim the slippers. Left alone in the dark room, **Dorothy** is scared. She tells herself not to cry as she yearns for home (♪ **Over The Rainbow Reprise**).



In the **Oil Field**, **Winkies** march as we re-join **Scarecrow**, **Tin Man** and **Lion**. They've been hurt by the guards, and **Scarecrow** has lost an arm. They know they need to rescue **Dorothy** and **Toto** and set about making a plan (♪ **If We Only Had A Plan**). **Toto** arrives and tells them **Dorothy** is trapped in **Witch HQ**.

Scarecrow suggests **Lion** should lead the way. He accepts with sudden confidence, but then asks his friends to talk him out of it! Their conversation is interrupted by the **Winkies**. **Tin Man** chases them with his axe, followed by the other heroes.

Dorothy is asleep in a dark room in **Witch HQ**, but is awoken by a dream of **Aunt Em** and **Uncle Henry** calling her name (♪ **Dorothy's Nightmare**). The **Witch** interrupts her thoughts, and once again demands the slippers. Now awake, **Dorothy** looks at the clock and sees there's only five minutes left.

At this moment, we will see another close-up of the **Wicked Witch's** face on the screen at the back of the stage, whilst dark music plays.

Outside **Witch HQ**, **Scarecrow**, **Tin Man**, **Lion** and **Toto** have hidden themselves amongst the **Winkies** - even wearing their uniforms! They're stopped by a **Winkie Guard**, and a fight breaks out (♪ **March Of The Winkies**).

During the fight, the lights will flicker gently, and puffs of smoke will rise from the front of the stage.



The friends make it to the room where **Dorothy** is imprisoned. As they attempt to get her out of the building, the **Witch** and **Winkies** stop them. The **Winkies** surround the group, before the **Witch** tries to set **Scarecrow** on fire with a spark from her broom. **Dorothy** blasts the **Witch** with water, and she melts!

Another small, white firework will fire from the **Witch's** broom as she casts the spell on **Scarecrow**.

When **Dorothy** soaks the **Witch**, she will point a hose at the villain, smoke emerging from the tube like a fire extinguisher.

As the **Witch** melts, the stage will become dark. The lights will flash rapidly in green tones, with smoke also rising from different areas of the stage.

The **Witch** will disappear as the Wicked Witch W. Industries sign rotates and flashes similar green tones. You will hear screams and different curses from the **Witch** as she disappears, and you may find the music a little scary.

As the lights rise, the **Witch** is gone! A **Winkie** approaches the sign – the **Witch's** hat at its base, declaring ♪ **Hail – Hail! The Witch Is Dead**. The **Winkies** are happy – they're free! Our friends join them in the merry tune.

Broomstick in hand, the friends return to **The Wizard's Studio** to get their rewards. The **Wizard** tells them he needs to think on it, and to come back tomorrow – but **Dorothy** needs to get home now. As they try to reason with him, **Toto** unplugs a power cable and the room gets lighter – and revealing **The Wizard** behind the goggles!

Upon entering the **Studio** puffs of smoke will rise and the screen at the back of the stage will show a multi-coloured image that glitches throughout the scene. The large pair of goggles flies in from above as the **Wizard's** face appears on in the centre of the image.

As before, the **Wizard**'s voice will be loud and booming from above, and you will see the digital image of the **Wizard** on screen – until **Toto** has his way!

The Wizard is seated high in the **Studio** on a floating chair in front of a grey testcard-style screen that reads 'Please Stand By'.



As he comes down the ground, our heroes plead with him about getting their rewards. He tells them they already have everything they want, presenting **Scarecrow** with a certificate, **Lion** with a medal and **Tin Man** with an Ace of Hearts from a deck of cards.

Then he turns to **Dorothy**. She can never get home unless **The Wizard** takes her himself. A spaceship lands behind the group, as the **citizens of Oz** watch on. **The Wizard** tells the **citizens** the **Wicked Witch** is gone, and that the friends will be taking over as leaders of the city (♪ **Farewell to Oz**, before entering the spaceship. **Dorothy** tries to find **Toto** before also boarding the spaceship, but while she's looking for him, **The Wizard** leaves her behind! **Scarecrow**, **Tin Man** and **Lion** ask her to stay in **Oz**.

As the spaceship takes to the sky, the stage will get dark and smoke will rise at the front.

A white light will flash continuously on the top of the spaceship and small red lights will flicker beneath it like flames. You will hear a deep engine rumble as it launches.

Glinda arrives as **Dorothy** gathers her thoughts. She tells **Dorothy** she's always had the power to get back home – it's in her heart (♪ **Already Home**). **Glinda** tells **Dorothy** if she says the right spell, the ruby slippers will take her home.

Dorothy says a sad goodbye to **Scarecrow**, **Tin Man** and **Lion**. With that, **Glinda** tells Dorothy to close her eyes, click her heels together three times, and say to herself, 'There's no place like home!'

As **Dorothy** casts the spell, the stage becomes dark and the twister projects onto the front of the stage. Lights also flicker gently.

The volume of the music rises (♪ **Earth Re-entry**), as various features from **Dorothy's** adventure pass her by – the Kansas billboard, citizens of oz, and the neon lights. We hear the voices of **Lion**, **Glinda** and the other friends speaking on top of the music.

Toto will also appear to be floating behind **Dorothy**, as the pair travel back through space and time.



Back in reality, **Dorothy** sits on the floor at the **Gale's Farm**, **Toto** laid behind her. She repeats 'There's no place like home!' over and over, as **Uncle Henry** and **Aunt Em** discover her. **Dorothy** appears confused.

Hunk, **Hickory** and **Zeke** arrive, telling **Dorothy** they've been looking for her

for hours – but she believes she's been gone for days! The group are puzzled by **Dorothy's** stories from **Oz**.

She explains she now knows that home is in her heart, and that she can be anyone, anywhere or anything she wants. **Dorothy** asks to be left alone with **Toto**. The group head off to repair the damage caused by the twister, leaving **Dorothy** in the field, with a rainbow overhead (♪ **Finale**).

The lights will fade to black, before the company return to the colourful stage for their bows and a medley of numbers from the show.

You can clap during this moment if you'd like to. Some people around you may also stand to give their applause. It can be quite loud during the bows, as the audience shows their appreciation for the company. The company will then give a short performance of ♪ **Over The Rainbow** and ♪ **Off To See The Wizard** to finish the show.

You can leave the **Theatre** when you're ready. We hope you enjoyed the show!

Meet the Cast



Georgina Onuorah plays Dorothy

Ben Thompson is the puppeteer for Toto

Jonny Fines plays Hunk and Scarecrow

Paul French plays Hickory and Tin Man

Giovanni Spanó plays Lion

Christina Bianco plays Glinda

Charlotte Jaconelli plays Ms Gulch and Wicked Witch of the West

Jacqui Dubois plays Aunt Em

Geoff Aymer plays Uncle Henry

Mark Peachey plays Professor Marvel and The Wizard of Oz

Martin McCarthy, Tom Watson, Andrew Patrick-Walker, Andrew Dillon, Jonathan Dryden Taylor, Charlotte St. Croix, Ellie Mitchell, Amy Oxley, Natasha Mould, Daisy West, Mervin Noronha, and Christina Shand make up our incredible ensemble, playing a range of roles including **Munchkins, Winkies** and **Oz Citizens** during the show.

Some Ensemble members also have cover roles, which means they perform a role if another cast member is unable to. **Charlotte St. Croix**, for example, would play **Dorothy** if **Georgina Onuorah** wasn't able to.

Some Ensemble members, such as **Mervin Noronha** and **Christina Shand**, are also Swings. Swings come to the theatre everyday and are ready to perform several roles in the event another actor is unable to.

You can find out more about the company and their roles in our show programme, available to buy on the door to the **Theatre, Reception, Green Room Cafe** or **Stage Door Bar**.

Production Gallery





We hope you find this information pack helpful ahead of your visit to Curve. Enjoy the show!

If you have any comments on this information pack, please email us on access@curvetheatre.co.uk.

For more information about Accessibility at Curve, please visit www.curveonline.co.uk, or call our **Box Office** on **0116 242 3595**.

We look forward to welcoming you.

This information pack was created by **Nicola Allen**, Audiences and Access Officer at Curve, with support from **Lily Brearley-Viney**, Creative Programmes Community Practitioner, **Laura Blackley**, Producer – Made at Curve and **Conor Larkin**, Production Assistant. Production photography by **Marc Brenner**.