



AUDITION INFORMATION

(The Cat)

THE STORY

On a gloomy, rainy day, siblings Sally and her brother are stuck indoors with nothing to do. They are full of curiosity and imagination, but still very bored. That all changes with the arrival of an unexpected guest: a mischievous Cat in a tall striped hat.

Brimming with energy and tricks, the Cat transforms their dull afternoon into a whirlwind of fun. With his unpredictable sidekicks, Thing 1 and Thing 2, he fills the house with wild antics, turning the ordinary into the extraordinary. Their pet Fish, the ever-watchful voice of reason, warns them about the growing mess and looming trouble. But the Cat's games only grow more chaotic.

As mayhem builds, Sally and her brother begin to panic, especially with their mother due home any minute. Just when disaster seems certain, the Cat unveils one last trick: cleaning up every trace of the mess. When their mother finally returns, the siblings are left with one big question: *What would you do if your mother asked you?*

ABOUT THE SHOW

- **Duration and Content:** Dr. Seuss's *The Cat in the Hat* runs for approximately 50 minutes, and stays true to the beloved book, with minimal dialogue.
- **Set:** Our inflatable set vividly brings to life the interior of the house, capturing the whimsical, larger-than-life style of Dr. Seuss's illustrations. Designed for maximum flexibility and theatricality, the set features five different entrance points, allowing for dynamic staging, quick entrances and exits, and seamless transitions between moments of controlled chaos.
- **Sound Effects:** The soundscape of *Dr. Seuss's The Cat in the Hat* plays a crucial role in bringing the story to life, with over 280 carefully designed sound effects that enhance the physical comedy, pacing, and whimsical energy of the show.
- **Performance Style:** This is a highly physical production that demands bold, exaggerated movements and expressive facial reactions. Energy and engagement are key from start to finish. In auditions, it's better to go big (while staying in control) than to hold back.
- **Fitness:** It is important that those we cast are in top physical condition.

CHARACTER BRIEF

The Cat in the Hat is one of the most dynamic and iconic characters in children's literature. Mischievous, larger-than-life, and brimming with boundless energy, the Cat's primary mission is to transform a dreary, rainy day into an unforgettable, action-packed adventure for Sally and her brother, and to cause a little chaos along the way. With no concern for the consequences, the Cat is a whirlwind of fun and disorder, much to the dismay of the pet Fish. His entrance is as dramatic as his personality; he bursts onto the stage like a force of nature, immediately shaking up the ordinary world around him. Whether juggling, balancing, or creating absurd situations, the Cat's antics are constantly unpredictable and full of surprises, keeping the audience on the edge of their seats throughout the performance.

The actor playing the Cat must have exceptional stage presence. Like a Ringmaster or charismatic circus performer, the Cat must command the space with confidence and energy. The role requires an innate charm and the ability to engage the audience, making them feel like co-conspirators in the fun and chaos. The Cat draws people in with his enthusiasm and zest for life, constantly making eye contact, winking, or executing playful flourishes to invite the audience into the madness. His connection with the audience should feel natural, as if they're part of the adventure, swept along in the joy and excitement of the performance.

Physicality is a key aspect of the role. The Cat should move with agility, precision, and comedic unpredictability. Every movement must convey the joy and spontaneity that he brings to the world. From exaggerated leaps and tumbles to graceful pirouettes and playful contortions, his physical presence is as much a part of his character as his words. A background in clowning, mime, or physical theatre is highly beneficial, as the Cat's role relies heavily on non-verbal storytelling. His comedic timing is crucial, whether performing a perfectly executed pratfall or creating an unexpected moment of surprise that leaves the audience laughing in delight.

Though mischievous and chaotic, the Cat is not a villain. He is a lovable trickster, a master of fun whose sole aim is to bring excitement and creativity into the children's world. While the Fish tries to restore order, the Cat believes that life is for living and that even mess and disorder can be part of the fun. The actor must balance the Cat's wild energy with a sense of heart and warmth, ensuring that even in the midst of the chaos, the Cat remains a beloved character.

The Cat in the Hat is a force of joy and liberation. The actor must bring him to life with infectious energy, physical prowess, and an ability to connect with both the characters on stage and the audience, creating a truly memorable experience full of imagination and laughter.

AUDITION SIDES: THE CAT

SIDE 1: SHOWMANSHIP (THE ENTRANCE & PITCH)

Objective: Show us your magnetic stage presence, fourth-wall breaking charm, and physical comedy precision as you burst into the house to banish the children's gloom.

Phase 1: The Entrance

- **Boundless Energy:** Burst into the space with infectious charm. Approach the children with big, bold gestures, acting like the master of ceremonies for the ultimate rainy-day adventure.

Phase 2: Text & Vocal Delivery

- **Line 1:** *"Why do you sit there like that? I know it is wet, and the sun is not sunny. But we can have lots of good fun that is funny! I know some good games we could play. I know some new tricks! A lot of good tricks. I will show them to you. Your mother will not mind at all if I do."*
 - *Directing Note:* Animate every word with playful mischief and theatrical joy. You are inviting them into your world of silliness.

Director's Notes:

- **Command the Room:** Fill the entire stage! You are a larger-than-life whirlwind of excitement who treats the room like your personal theater.
- **Play to the Audience:** Break the barrier between you and the kids instantly, bringing them right along into your energetic world.

SIDE 2: MISCHIEF (THE TENNIS RACKET GUITAR)

Objective: Show us your musical comedic flair, vocal playfulness, and ability to turn a simple object into a wildly absurd performance piece.

Phase 1: The Transformation & Serenade

- **Strumming the Racket:** Take a tennis racket and instantly transform it into a banjo. Strum with exaggerated, comedic motions, building in energy with every strum to impress the children.
- **Shift to Guitar:** Magically transition the racket into an acoustic guitar with a dramatic flourish. Launch into a lively, passionate serenade for the Fish, letting the song get progressively more ridiculous and over-the-top.

Phase 2: Comedic Vocal Breakdown

- **Line 1:** *(Break out of the song into a series of off-pitch "meows")*

- *Directing Note:* Deliver these meows with deliberate, uncontrolled enthusiasm. Show that you are having far too much fun to care about staying in key.

Director's Notes:

- **Infectious Energy:** Keep your energy unpredictable and playful throughout the entire musical gag.
- **Commit to the Ridiculous:** The bigger and more passionate the setup, the funnier the breakdown into off-pitch meows will be!

SIDE 3: SPECTACLE (UP, UP, UP WITH A FISH)

Objective: Show us your pantomime precision, spatial awareness, and ability to sell high-stakes physical skill ending in an anti-climactic comedic payoff.

Phase 1: The Setup

- **Introducing the Game:** Step up with dramatic flair and ringmaster energy to announce your most absurd stunt yet.
- **Line 1:** *"Why, we can have lots of good fun if you wish, with a game that I call up, up, up with a fish!"*

Phase 2: The Physical Stunt

- **The Stunt & Payoff:** Mime balancing the fishbowl on the tip of your umbrella. React to its imaginary weight with wobble recoveries, striking 3 dramatic poses of supreme skill, before landing on a hilariously mundane, anti-climactic final pose.

Director's Notes:

- **Pantomime Precision:** Treat the fish bowl with real spatial weight while keeping your comedic timing sharp.
- **Play the Contrast:** The humor comes from shifting between dramatic, high-skill poses and a completely underwhelming, nonchalant finale.

SIDE 4: INTRIGUE (THE RED BOX)

Objective: Show us your ability to build theatrical suspense, charm the audience into crossing boundaries, and unlock chaotic magic with crisp prop execution.

Phase 1: Creating Suspense

- **The Grand Reveal:** Present a mysterious red box with dramatic importance. Move with theatrical precision to draw every eye in the house toward the crate.

- **Line 1:** *"In this box are two things I will show to you now. You will like these two things!"*
 - *Directing Note:* Deliver this with a mysterious, inviting tone. Take a bow, letting your facial expression signal that something truly incredible is about to happen.

Phase 2: Unlocking the Danger

- **The Unlocking:** Approach the box with exaggerated drama. Precision-unlock the hook as if opening a magician's secret chest.
- **Line 2:** *"I will unlock that hook, you will see something new. Two things, and I call them Thing One and Thing Two!"*

Phase 3: The Surge of Excitement

- **The Reaction:** As the box opens, let your energy surge! Treat the box as a gateway to pure, uninhibited excitement, maintaining a playful air of mystery right up to the release.

Director's Notes:

- **Play the Ringmaster:** Use suspense, vocal modulation, and eye contact to pull the audience to the edge of their seats.
- **Mischievous Conviction:** Make the audience and kids feel that opening this dangerous box is the best idea in the world.