



AUDITION INFORMATION

(Kitten/Thing 1 & Kitten/Thing 2)

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 actors portraying Kitten 1/Thing 1 and Kitten 2/Thing 2 must embrace two distinct roles, each requiring a high level of physical skill, confidence, and energy. These roles are ideally suited for female actors who are 5'3" or under and possess acrobatic and gymnastic abilities.

As the Kittens: The Kittens are confident, self-assured assistants to the Cat in the Hat. They are proud of everything they do and carry themselves with poise. The Kittens walk with chest out, backs straight, and knees high, radiating a sense of purpose and importance in everything they do. They perform tasks with enthusiasm, always showing off their abilities with flair and precision. Their movements should be elegant yet strong, highlighting their pride in serving the Cat and their love for attention. Despite their playful role as helpers, they are serious about their duties, and their confidence comes through in everything from their posture to their gestures.

As the Things: In stark contrast to their Kitten personas, the Things (Thing 1 and Thing 2) are explosive, manic, and full of boundless energy. They are obsessed with destruction and chaos, always moving at full speed with exaggerated physicality. The Things are always in motion, creating havoc wherever they go, and their physicality needs to be extremely exaggerated to convey their over-the-top personalities. As there is minimal dialogue, their body language is key to conveying intent, emotion, and comedic effect. The Things' energy should be infectious, constantly bouncing, tumbling, and reacting to the world around them with wild abandon. Every move should be unpredictable, ensuring the audience never knows what will happen next.

Physicality & Performance Notes:

- The Kittens should have controlled, proud, and precise movements, full of grace and confidence.
- As the Things, their physicality should be erratic and manic, utilizing acrobatic and gymnastic skills to create chaotic, high-energy moments.
- There should be a sharp contrast in their movement style between the two roles, showcasing the versatility of the performer.

This dual role requires an actor who can seamlessly switch from the poised and self-assured Kitten to the reckless and energetic Thing with physical precision and enthusiasm.

AUDITION SIDES: KITTEN 1 & 2 / THING 1 & 2

SIDE 1: POISE & SLOW-MOTION PRIDE (THE KITTENS)

Objective: Show us your controlled, proud, and precise physical movement, radiating high confidence and assistant flair as the Cat's poise-filled helpers.

Phase 1: The Proud Hand-Off

- **Entrance with Purpose:** Walk into the space as if carrying something of vital importance for the Cat. Move with chest out, shoulders back, and knees high. Set the object down with absolute precision and enthusiasm.
- **The Big Reveal:** Turn to the audience and deliver a grand, exaggerated "TA-DA!" gesture with arms wide and a beaming, open-mouth grin. You are thrilled to be so helpful!

Phase 2: The Slow-Motion Heroic Catch (Pantomime)

- **The Realization:** Suddenly, you notice an object falling in slow motion! Eyes widen, body tenses, and time completely slows down.
- **The Slow-Mo Reaction:** Reach for the falling object with full-body commitment in exaggerated slow motion. Play the comedy of just barely missing the catch, landing in over-the-top slow-motion despair!

Director's Notes:

- **Controlled Precision:** Keep all physical movements crisp, clean, and deliberate.
- **Commit to the Slow-Mo:** Precision and smooth body control are everything when selling the slow-motion gag to the back row.

SIDE 2: CHAOS & REBELLION (THING ENTRANCE & LINE)

Objective: Show us your explosive, manic energy, sharp non-verbal storytelling, and ability to deliver text with joyful, rebellious mischief.

Phase 1: The Unstoppable Burst

- **Leaping Free:** Burst out of the Red Box with full acrobatic energy. Take a quick, buzzing beat to absorb your surroundings, then sprint frantically to two or three different spots on stage, building energy with every dart.

Phase 2: Text Delivery & The Handshake

- **Line 1:** *"How do you do? Would you like to shake hands with Thing One and Thing Two?"*

- *Directing Note:* Deliver directly to the audience with bright, playful, and explosive energy. Jump, bounce, or use big outstretched arm gestures!

Phase 3: The Rule-Breaker (Item Slam)

- **The False Obedience:** You are holding two items high above your head when ordered to put them down. Place the first item down painfully slow and careful, proving you can obey the rules.
- **The Slam:** A wicked grin creeps onto your face. Suddenly, slam the second item to the floor with pure glee and sprint offstage in triumph!

Director's Notes:

- **Sharp Shifts:** Make a stark, unmistakable shift from the polished Kitten in Side 1 to an unpredictable pinball here.
- **Pacing the Gag:** Draw out the slow placement of item one to make the sudden slam of item two as surprising and funny as possible.

SIDE 3: SUBMISSION & HEARTBREAK (BACK IN THE BOX)

Objective: Show us your physical dramatic timing. Shifting from 100 mph chaos to a hilarious, tragic meltdown in a single moment.

Phase 1: Devastating Realization

- **The Freeze:** Playtime is over and you are told to get back in the box. Freeze in place and let your face drop as the joy turns to total despair.

Phase 2: Heartbroken Trudge

- **Overcome with Tragedy:** Milk the drama! Let your knees buckle, clutch your heart, drag your feet, and slump your shoulders.
- **The Final Farewell:** Throw one last, heartbreaking, dramatic look at the audience before trudging back into the box.

Director's Notes:

- **The Bigger, The Funnier:** Don't hold back on the melodrama. Treating this minor moment like the greatest tragedy on earth is what makes it hilarious.
- **Take Your Time:** Don't rush through the realization. Let the audience watch the heartbreak sink in.

SIDE 4: ACROBATIC & PHYSICAL SKILLS SHOWCASE

Objective: Show us your technical tumbling abilities, physical tricks, flexibility, or creative acrobatic movement.

Phase 1: Technical Gymnastics & Tricks

- **The Showcase:** Demonstrate any confident tumbles, flips, cartwheels, handstands, round-offs, or back handsprings you possess.

Phase 2: Alternative Physical Skills (If Non-Gymnast)

- **Creative Movement:** If you do not have formal gymnastics training, show off your high-energy leaps, floor rolls, splits, physical comedy falls, or expressive physical tricks.

Director's Notes:

- **Safety First:** Only perform tricks you can execute with 100% confidence and safety in your audition space.
- **Performative Flair:** Don't just execute the trick technically. Land every skill with character, big energy, and a playful smile for the audience!