



AUDITION INFORMATION

(Fish)

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 Fish is a highly nervous, anxious character who serves as the voice of reason in *The Cat in the Hat*. In a world turned upside down by the Cat's chaotic presence, the Fish is the only character desperately trying to maintain order and rationality amidst the madness. While the Cat stirs up trouble with his boundless energy and whimsical antics, the Fish's attempts to restore calm are constantly thwarted, adding a layer of humor to his high-strung personality.

The actor portraying the Fish wears a sharp, well-tailored suit adorned with playful fish illustrations, visually establishing his unique role. Although the Fish is the voice of reason, his quirky outfit reflects the absurdity of the situation he finds himself in. His anxious nature contrasts with the ridiculousness of his appearance, adding comedic exaggeration to his otherwise serious demeanor. The actor carries a fish puppet on their arm, which becomes a central part of the character's physicality. The puppeteer's presence is intentionally clear to the audience, adding comic irony. Here is a character trying to control the situation, but he's just as much a part of the chaos as anyone else.

The Fish's nervous demeanor defines him. He is constantly on edge, reacting in exaggerated, panicked ways to the escalating chaos around him. His internal dialogue is one of worry, apprehension, and a desperate desire for stability. He is resistant to change, and his anxiety flares up at the first sign of disorder. Whether the Cat is balancing on an umbrella or introducing the rambunctious Things, the Fish's response conveys just how overwhelmed he feels. His sharp, erratic movements and high-strung delivery of lines underscore his frantic energy, as though he's perpetually in a state of high alert.

The Fish is also stubborn, often refusing to acknowledge that the situation is spiralling out of control. His repeated attempts to reason with the children and the Cat only highlight his frustration as he fails to stop the madness. He catastrophizes every situation, assuming the worst will happen, which makes his reactions both comic and relatable. His escalating panic, combined with his serious approach to each crisis, makes him the perfect foil to the carefree, playful nature of the Cat.

For the audition, candidates can use a hand or sock as a stand-in for the fish puppet. The actor's physicality; quick, jerky movements and nervous tics are crucial to embodying the character's emotional vulnerability. The Fish's heightened emotions should be expressed through every gesture, expression, and movement, ensuring the audience can clearly feel his anxiety and nervous energy. The puppet becomes an extension of the character's emotions, making the Fish's reactions just as vital as his dialogue.

AUDITION SIDES: THE FISH

SIDE 1: WHIMSY / ISOLATION (THE FISH DREAM)

Objective: Show us your physical range, vocal characterization, and ability to create a hilarious, poignant contrast between a timid, bowl-bound Fish and a grand, majestic sea creature.

Phase 1: The Snore & Dream Transition

- **The Snore:** Start asleep in your bowl. Deliver a dramatic, over-the-top snore loud enough to startle the children and establish the whimsical mood.
- **Leaving the Bowl:** As the snore fades, transition smoothly into a dream state. Mime exiting the bowl and begin exploring the open stage.

Phase 2: Becoming the Whale

- **Majestic Physicality:** Imagine yourself as a whale in the vast ocean. Shift your posture from timid and confined to expansive, free-flowing, and majestic as you glide through the imaginary deep sea with awe and wonder.

Director's Notes:

- **Play the Contrast:** The comedy comes from the sheer absurdity of this highly anxious, tiny fish dreaming of being an unstoppable ocean titan.
- **Expressive Movement:** Use big, sweeping physical gestures and facial expressions to make the invisible open ocean completely real to the audience.

SIDE 2: INDIGNATION / MORAL COMPASS (MAKE THAT CAT GO AWAY!)

Objective: Show us your vocal projection, strict comedic timing, and ability to play high-strung, frantic moral outrage when the house rules are completely broken.

Phase 1: Absolute Horror

- **The Realization:** The Cat has just ridden off on a bicycle. React with pure horror as you take in the mess left behind, showing through your body language that you are at your absolute wit's end.

Phase 2: Text & Vocal Delivery

- **Line 1:** *"No! No! Make that Cat go away. Tell that Cat in the Hat you do NOT want to play!"*
 - *Directing Note:* Deliver with escalating panic, mixing stubborn outrage with desperate urgency.

- **Line 2:** *"He should not be here. He should not be about. He should not be here when your mother is out!"*
 - *Directing Note:* Punch the rhyming rhythm crisp and clear. Show an anxious fish on the absolute verge of a complete theatrical meltdown!

Director's Notes:

- **High-Strung Energy:** Keep your physical movements rapid and flustered. You are the sole voice of reason trying to prevent total disaster.
- **Vocal Clarity:** Maintain sharp diction and rhythmic drive even while playing 100 mph panic.

SIDE 3: PANIC / PHYSICAL COMEDY (DO I LIKE THIS?)

Objective: Show us your physical control through slow-motion mime, precise landing reactions, and vocal indignance after a dramatic physical stunt.

Phase 1: The Launch & Slow-Motion Landing (Pantomime)

- **The Mid-Air Launch:** You are unexpectedly launched out of your bowl. Execute a slow-motion arc through the air, miming a bounce off an invisible wall while frantically trying to regain control.
- **The Teapot Landing:** Land with a sudden snap back to real time inside an invisible teapot. Spit out an imaginary teabag with utter disgust.

Phase 2: Text & Vocal Delivery

- **Line 1:** *"Do I like this? No. No! I do not! This is not a good game."*
 - *Directing Note:* Deliver this with mounting frustration and vocal indignance.
- **Line 2:** *"No, I do not like it. Not one little bit!"*
 - *Directing Note:* Use big, dramatic grimaces and expressive gestures to show your complete unwillingness to accept this madness.

Director's Notes:

- **Commit to the Slow-Mo:** Precision is everything in the launch sequence. Make the audience clearly see the speed, rebound, and sudden hard landing.
- **Indignant Style:** Lean heavily into the comedic contrast between being a helpless fish in a teapot and maintaining your fierce, stubborn pride.