



**Polka Presents**  
**RED**  
**Performance Information Pack**

# RED

Story developed by Hannah Quigley, Stephen Collins, Peter Glanville

**RED** is an exciting adaptation, inspired by the fairytale *Little Red Riding Hood*. The audience will join the Wood Cutter on an exciting quest to find RED who is identified as missing. Featuring familiar characters, such as, the Wood Cutter, Little red riding hood 'RED', and grandma 'Queen Sukotai', this story invites you to embark on a journey with new mystical characters. Returning for the classic antagonist role is the big bad wolf, 'Alpha Wolf', who is ready to cause mischief.

The story of **RED** begins in the woods and will introduce you to RED's immediate family and their home. The family soon learn the wolves have seized power over the queen, and RED has gone over to the palace to help. Once the family realise RED is missing, the Wood Cutter begins a quest to the palace to rescue RED from the potential danger of the wolves.

On their journey the Wood Cutter and the audience will travel through the swampland, where they encounter the mystical swamp folk; the habitants of the swampland. For a while the swamp folk are very hesitant about this interaction, however find peace as they introduce the Wood Cutter to some new ways of thinking. Once the Wood Cutter embraces their message, passage through the swampland is granted. Next stop, the palace!

The palace has an eerie atmosphere, and it is clear that something is not quite right. Here we meet RED and for the first time we are introduced to the fearsome Alpha Wolf. Having taken over the palace, Alpha Wolf is still hungry and on a mission to eat RED for his dessert. This exciting scene will take you on a rollercoaster of emotions, but will the Wood Cutter find RED in time to save her?

**RED** has been devised, which means the play has been created and developed during the rehearsal time, with no set script in place. It was made through the creative process of sharing and experimenting with ideas. This exciting visual and physical storytelling production with Sign Language, will take you on a thrilling mission to help save RED.

## Creative Team

Director - Hannah Quigley

Associate Director and BSL - Consultant Brian Duffy

Costumes and Set designer - Rachana Jadhav

Associate Designer - Ben Glover

Lighting Designer - Peter Small

Sound Designer and Composer - Adrienne Quartly

We hope you enjoy the show!

## The Location

When you get to Polka Theatre this is what it looks like:



When you enter through the main entrance, to your left will be the Box Office and the Shop. Please feel free to browse the shop whilst you wait.

Box Office:



Shop:



When you enter through the main entrance, to your right will be the cafe. We serve hot and cold food, pastries, sweet treats and hot and cold beverages.

Cafe:



If you would like to learn more about Polka, please visit our website:  
<https://polkatheatre.com/>

## COVID SAFETY

We take the safety of our audiences, staff and volunteers seriously and we want you to have confidence when coming to a Polka show.

- We ask that face masks be worn by everyone over the age of 16 inside our venues to help protect, staff, performers and other audience members (unless exempt)
- We will continue to offer flexible ticketing under the updated See it Safely kitemark (read more [here](#)) – the See it Safely kitemark means a venue is Covid-secure and following the latest Government guidance for live arts events
- There will continue to be an enhanced cleaning regime and hand sanitiser stations available
- Our team will continue with regular lateral flow testing and will be wearing face masks or remain behind screens
- We'll have the NHS Track & Trace available for you to check in, although this is no longer compulsory
- We will ensure our spaces are well ventilated at all times

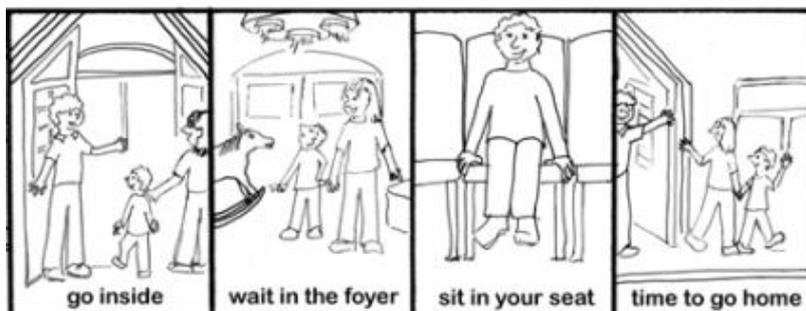
Our production of *RED* is already a small capacity show to enable greater spacing. However, due to the nature of the production in that it is a promenade piece where audiences move around the space, masks will be required for this show unless exempt.

### Covid Safety

Below are measures we have put in place to ensure the safety of everyone visiting Polka.

			
We have an enhanced cleaning regime and hand sanitiser stations.	All staff continue with regular lateral flow testing and will be wearing face masks while in venue.	We will ensure our venue remains well ventilated at all times.	We ask that all visitors age 16+ wear face masks unless exempt.

Picture information strip- this is what you will do when you go inside:



To prepare you for your visit to **Polka Theatre** we have put together a synopsis, this is to help you to understand the story that you are about to see and prepare you for what to expect during the performance. The performance will last approximately 45 minutes.

# RED

**RED** is a thrilling adventure, taking you on a journey through the woods, the swampland and finally to the distant palace in search for RED. You will meet different characters on your journey who will tell the story through their expressive movement, facial expressions and gestures.

This is a 3 person play with some actors playing more than one role. The actors will change costume when they are playing other characters.

*The props are made for storytelling purposes and are not real. The wolf character is classically the villain in this story and, therefore, may be characterised scarier in comparison to the other characters.*

This is what the characters look like:

**RED**



**Father**



**Wood Cutter**



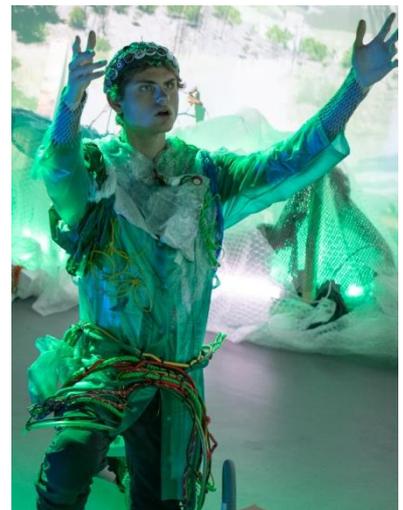
**Alpha Wolf**



**Mystic Swamp Person 1**



**Mystic Swamp person 2**





During the show the characters will interact with you, they could be asking for your help or teaching you the BSL sign for fire. This play has interactive moments and you are welcome to respond to characters and laugh or smile.



During the show you might see something that makes you feel sad or scared. You are allowed to feel sad or scared, that is ok.

**RED** is a promenade piece. This means that the story will take you across 3 different spaces. Below are the performance spaces you will visit:

Pre-show holding corridor:



You will wait by the 'river' before being escorted to the performance space through the red door.

Playden/ Woods



Clore Learning Studio/ Swamp



Adventure Theatre/ Palace

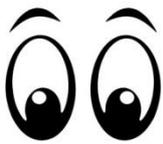




If you see this symbol it means there will be a loud noise and you can put your fingers in your ears.



If you see this symbol it means you will hear a sound effect, this could be a baby crying or lightning, all coming from the speakers.



If you see this symbol it means there will be visual projections on the walls, this will aid with the story telling in the swamp and the palace.

### Scene 1. Woods



Part 1: The story begins with Father and baby. Baby is upset and crying, so father tells the story of how the wolves seized power over the Queen and their family had to come to the woods for safety.



*You will hear a baby crying and lightening through the speakers. The music will get more intense as the Father acts out the wolves seizing power over the queen.*



Part 2: Wood Cutter comes home from a busy day chopping trees. As she settles down, Wood Cutter realises RED is missing and both parents search for her.



Part 3: Father remembers a moment with RED, where she shared a bad dream she had about her grandmother, Queen Sukotai. This prompts Wood Cutter to realise RED has gone to the palace to help her grandmother. Here Wood Cutter will ask you to follow and help find RED as she could be in danger.





## Scene 2. The Swamp

Part 1: Wood Cutter interacts with one of the mystic swamp folk found moving in the swamp. Wood Cutter begs the swamp folk to cross the swamp to find RED.

*Projection will be used on the walls throughout this scene and on the floor to create the swamp. This is designed for story telling purposes to help visually tell the story along with the actors.*



Part 2: A second character of the mystic swamp folk joins. Wood Cutter continues to beg to cross the swamp to save RED, triggering the swamp folk to tell a story as to why Wood Cutter is not allowed to cross the swamp.



Part 3: Resolution- Wood Cutter demonstrates an understanding of the lessons taught from the swamp folk. Wood Cutter and audience are granted access across the swamp.



*The swamp is specially designed to be interactive. When you cross through the swamp to get to the palace, we encourage you to enjoy the interactive elements and have fun.*

### **Scene 3. The Palace**



*Projections will be used in this scene.*

Part 1: Wood Cutter escorts the audience into the palace, reminding them to be quiet and hide from the wolf. Wood Cutter proceeds to look for RED.



Part 2: RED enters the space and interacts with the audience, telling them the story of how she got there. She continues to hide as Alpha Wolf enters the space. Alpha Wolf tells the audience the story of how he took the crown.



Part 3: Alpha Wolf finds RED! After a chase scene Wood Cutter re-enters the space to save RED from Alpha Wolf. RED stops Wood Cutter from hurting Alpha Wolf and they eventually come to a resolution.



The End.



The show has now finished. At the end of the show everyone will clap their hands or make the BSL sign of clapping, which is to show the actors and production team that they have enjoyed the show.

Thank you for coming - we hope you enjoyed the show!

**Polka is reopening! Discover our wonderfully refurbished venue.**

Whether you're seeing a show or getting creative in a workshop, relaxing in the Café or exploring our free-to-access indoor and outdoor play spaces, we can't wait to welcome you back!

Connect with us on social media, [@polkatheatre](https://www.instagram.com/polkatheatre)



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