

## Alice in Wonderland Jr. – Character Descriptions

**ALICE, SMALL ALICE, and TALL ALICE** are differently sized versions of the show's titular inquisitive and intrepid young girl. On a journey of self-discovery, the adventurous Alice has the heart of an explorer and the instincts of a leader. Even when frustrated or confused, she's awfully charming.

**CHESHIRE CAT (1, 2, & 3)**, the perpetually grinning narrator of the story, is a magical feline who doesn't always agree with itself. Looking for charismatic actors who can play mischievous and mysterious to both Alice and the audience. Responsible for a lot of the story's important narration.

**WHITE RABBIT**, the fussy royal trumpeter, is ever worried that he is running terribly late. Has nervous energy through constant fidgety movement. Excellent Diction is needed in this role.

**MAD HATTER**, the life of the (tea) party, has a penchant for making up rules. Delightfully eccentric, the Mad Hatter has a flair for the theatrical and very little focus. Nonsensical fun and outlandish.

**CATERPILLAR** is the Wonderland Character who is the most helpful to Alice on her whimsical quest. This show-stopping, magnetic, soon-to be butterfly should be played by an actor who can convey the Caterpillar's sass, wit, humor, and charm.

**DODO BIRD**, the imperious captain of the Queen's Navy, leads the caucus race. Looking for an actor with a commanding presence.

**TWEEDLE DUM and TWEEDLE DEE** are twins with an exhausting enthusiasm for proper manners and a penchant for getting very confused. Superfluously silly, the Tweedles are a comedy duo à la Abbott & Costello and Laurel & Hardy.

**FLOWERS** – including **ROSE, LILY, PETUNIA, DAISY, and VIOLET** – are a stuck-up group of pleasing perennials. These are not nice flowers, so we need actors who can convey their meanness!

**MARCH HARE**, the Mad Hatter's chummy sidekick, enjoys a good party. Just slightly more rational than the Mad Hatter, the March Hare lets the frenetic Hatter lead the way, while never passing up the chance to play a silly game.

The **QUEEN OF HEARTS** is the hotheaded and overbearing ruler of Wonderland. Mean monarch/ruler.

**WONDERLAND ENSEMBLE** refers to the entire company, except Alice. In addition to the Primary Storytellers in Wonderland, this group also consists of any number of wacky and wonderful Wonderland inhabitants. It includes the following sub-groups for specific numbers:

- The **PARTY GUESTS** set the scene for the Mad Hatter's merry tea party by playing an absurd game of Musical Chairs. This Ensemble Group can include Wonderland Characters that Alice has previously met.

- The **ROYAL CARDS** – including **ACE OF SPADES, TWO OF CLUBS, THREE OF DIAMONDS**, and **FOUR OF HEARTS** – are anxious members of the Queen’s royal contingent. The Queen of Hearts sends them into a royal panic whenever she’s near.

**MATHILDA** is Alice’s scholarly sister. Though she acts as though she has outgrown it, Mathilda has an admiration for her younger sister’s wild imagination. Mathilda has empathy towards her sibling while also imparting grown-up, sisterly advice.

**FRIENDS 1 & 2** are Mathilda’s judgmental, condescending friends, who are older than Alice and have no time for her games of make-believe.

**DOORKNOB**, the gatekeeper of Wonderland, knowingly encourages Alice to drink the magic potion.

The **KING OF HEARTS**, the Queen’s partner, has a timid demeanor until taking expert command of Alice’s trial.