

THE GUILD THEATRE

PERFORMANCES

25 MARCH 7PM  
26 MARCH 11AM  
26 MARCH 7PM  
27 MARCH 7PM  
28 MARCH 7PM



WAITING FOR GODOT

BY SAMUEL BECKETT

PERISCOPE PRODUCTIONS

## The Play

Waiting for Godot is a play in two acts. Act I begins on a country road by a tree. It is evening. Estragon, an old man, is sitting on a low mound trying to remove his boot. Vladimir, another old man, joins him. They begin to chat. They have apparently known each other for years. Once perhaps respectable, they are now homeless, debilitated, and often suicidal. They wonder out loud why they did not kill themselves years ago; they consider the possibility of doing it today. They are waiting for someone they call "Godot". While they wait, they share conversation, food, and memories. Two other elderly men, Pozzo and Lucky, arrive on the scene. It is clear that Pozzo is the master, and Lucky is the slave. Upon command, the slave dances and thinks out loud for the entertainment of the others, until he is forcibly silenced. After Lucky and Pozzo depart, a boy arrives. He tells Estragon and Vladimir that Godot will not be there today, but will be there tomorrow. He leaves, and they continue to wait. The second act is almost the same as the first. The tree has sprouted leaves, Estragon and Vladimir chat while they wait for Godot, and Pozzo and Lucky arrive again. This time, Pozzo is blind and helpless, and Lucky is mute. After some interaction, Pozzo and Lucky leave, and the boy arrives. He has the same message as before. Godot will be there tomorrow. Estragon and Vladimir are left to wait as before.

## The Cast

Vladimir- Alexander Thom  
Estragon- Brendan McDougall  
Pozzo- Rachel Shrives  
Lucky- Rohan Byrne  
Boy- Jack Richardson

## A note from the creatives

Our decision to produce *Waiting for Godot* was significantly influenced by an awareness of the immediate relevance of this play for the wider University of Melbourne community. Firstly, and most generally, the play remains an integral part of first year studies in the English and Theatre Studies program. As in the studying of any playtext, so much is to be gained by students observing the work in performance – this applies also to VCE students, whose observation of student theatre will also promote the University of Melbourne Arts community. More importantly, however, this production presents a chance to expose *Godot* to students and alumni from outside of this stream, those who have perhaps never seen or read *Godot* before. The question of what *Godot* can contribute now to individuals outside of Arts, over sixty years after its first production, is one that would be better answered by any number of contemporary commentators or critics, who continue to reference the startling insights into human ethics and philosophy in Beckett's work. The problem that we seek to overcome is that, in spite of this critical acclaim, *Godot* remains a largely obscure text for those who do not study literature or theatre. For the Melbourne University community, this production therefore presents an opportunity to experience the play as a live and immediate theatrical event, revealing both the play and the performative nuances of this culturally significant work.

## The Crew

Directorial Team- Natasha King and Emma Conley  
Producer- Georgia Marrett  
Production Manager- Matilda Houlihan  
Stage Manager- Daniel Beratis  
Assistant Stage Manager- Sara Kissel  
Lighting Designer- Megan Redmond and Natasha King  
Makeup Designer- Quinn Nhu Quynh Nguyen  
Special Thanks to Felicia King for poster design, rehearsal photos and general extra-special duties