

Mordred

Auditions

**Information
&
Registration form**

OVERVIEW

Thank you ever so much for your interest in becoming involved in this project.

“Mordred” is a low (virtually no-) budget feature film and stage show, being created by actors in the Southwest of England, adapting some of the earliest legends into a dark 6th Century drama.

The backdrop to the film is largely historical. While historical fact is sketchy and widely debated from the early “Dark Ages”, we have done our best to piece together, from various historical sources, what was happening at the time.

After the Romans withdrew from Britain, under Honorius, Britain, divided into smaller kingdoms, some being roughly close to the Celtic tribal lands in existence before the Romans conquered, was left to fend for itself against invasions by the Saxons. Gradually, large swathes of the lands were taken by the Saxons.

The Southwest peninsula of Britain was one of those holding out against the invaders, as the Celtic kingdom of Dumnonia comprising Devon, and Cornwall, as well as reaching into Somerset. The Saxons, were for a time, repulsed by a decisive defeat at the Battle of Badon Hill, until the invasions began again under a Saxon leader named Cynric.

Most of the locations in the film, with the exception of Camelot, itself, are towns and fortresses that existed at the time.

Against this backdrop, and having led the victory at Badon Hill, at the age of sixteen, Arthur, and his cousin Gawaine, have risen as the leaders, and rulers of Dumnonia. Arthur’s early rule is almost destroyed when his first wife, Anna, is murdered by raiders, and his baby son, Amr, found dead shortly afterwards. Years later, Dumnonia exists in relative peace, led by Arthur, and his Warriors of the Inner Circle, when a mysterious young nobleman, Mordred is found, almost dead, on the moors.

This drama tells the tale of the fall of Camelot, and of Dumnonia, from Mordred's point of view.

The Project

We cannot stress enough: Forget the BBC series Merlin. Forget Excalibur. Forget Tennyson and Mallory – this is very different!

This drama is a feature film, and stage show, being made in the Southwest of England (yes, in Dumnonia itself).

It is being funded with crowdfunds, fair and craft stalls, ebay sales, burlesque nights, art-sales, all run by the core team of the production.

It is a gritty, dark, and in some places brutal, drama. The filming will take place first, in the early summer of 2016, and be followed with theatre performances across the Southwest during the summer. The film is aimed for online pay-per-download release (and potentially a further crowdfunding for a DVD release), and the stage show obviously for live enjoyment. It will also be submitted to festivals around the world.

Filming will take ten days to two weeks. We are aiming to do this in one “block” and therefore many cast will be asked to stay overnight (B&B or camping) at locations.

Requirements of involvement

- *We require all cast, other than non-speaking extras who are also not involved in battle scenes, to attend auditions, and then rehearsals/ workshops, in person. These will be held in Brixham, Devon, twice a week. We therefore strongly recommend that you check beforehand that you are able and willing to attend these rehearsals, to prevent disappointment or embarrassment later.*

We need to see people in person, and also audition people in groups, where we can gauge how the group works when portraying family, political affiliations. Where roles have already been cast, such as Mordred, and King Arthur, these actors will be present to read in, and perform, alongside auditionees. Due to seeing other indie films actually end up cancelled due to “no-shows”/ lateness/ ego-clashes, we also use the attendance at the audition to gauge time-keeping, and reliable attendance, pleasant behaviour with other people, and the ability to work in a team.

Persons no-showing at any point with no advance contact, at rehearsals or castings, or missing workshops critical to their character, (for example combat training and choreography) may be replaced without notice. Most people are working very hard on this production, and to do otherwise, lets the majority of the team down. If you're ill, or the car has broken down, you need to contact us to let us know. In the case of missing combat training etc, for any characters involved in the same, it is also a matter of health and safety.

Rehearsals and workshops will take place on Wednesday evenings, (rehearsals) and Sunday Morning (training) and afternoon (rehearsals).

- *All principal cast will be involved in both the film and stage show.*

As a result, we need to cast actors who live in, or are willing & able, to come to the rehearsals at Chestnut Community Centre, Brixham, on a regular basis. Obviously film and stage acting are very different, so actors selected will also need to be flexible in working within different spaces / media. It is not just a case of learning your lines and thinking that is all done. It is also important to rehearse with other people so that they become used to working with you. Many fewer extras will be needed for the stage show than the film.

- All cast will be expected to abide by our members rules of conduct (available on our main website www.southdevonplayers.com)
- Any actors/ extras under the age of 16, will need to be accompanied at all times by a parent or legal guardian. Children will be expected to behave with the same professionalism, as the adults (we are not a children's activity club, sorry, so we cannot cope with any running about loudly playing etc.)
- All main contracts are profit share.

As things stand, everybody in a principal (speaking) or crew basis, will be contracted on a profit share basis in equal shares against time involved in the film/stage show. If we are able to get further grants (which are being applied for) then this would be likely to a paid role. Profit share terms are available on our website www.southdevonplayers.com

Contracts will be signed following auditions, at the first team read-through (rehearsal day 1)

About the group

The group, which if you are successful, you will be joining, is a lively, friendly, team of extrovert, creative people aged 9 – 70, whose main interest in life is creating ambitious theatre and film. Our team members are all very career orientated, and dedicated to creating the very best productions that we can, regardless of initial resources. The team was founded because of the lack of opportunity to do this kind of work, so regardless of initial budget or facilities, our background is in making these things happen anyway!

Our core team range widely in background, with some formally trained (up to and including Masters degrees) in theatre and film, and some learning from the others. Everyone is strongly career-orientated. Some have given up 9-5 "normal" jobs, to focus solely on their work with our team. We have several historical-combat trained cast, and technically trained team behind the scenes.

Principal characters open for casting

(please note that many ages are flexible, as we will look at the castings in groups of who works well with whom, in both acting and appearance. All warrior characters need to have the physical capability to be involved in combat scenes and wear chain/ leather armour. If no age is stated, or your playing age is close to these ages, we can be flexible.)

The younger teen roles open for casting are (Duran, Naythen, and potentially Kensa)

Non-combatant roles are Taliesin, Iddawg, Melwyn, Gitta.

No roles involve graphic sexual scenes. The roles involving partial nudity (as in still wrapped in blankets but giving the impression of not wearing clothes underneath) are Lancelot and Guinevere. Anna has a scene involving having her clothes torn by a male character.

In addition to the roles below, there are a small few-line roles, for minor characters such as villagers, courtiers, and prisoners.

MEN

Merlin – archdruid (middleaged to elderly)

Taliesin - druid/ bard (middleaged, must have good singing voice)

Cynric the Saxon chieftain - warrior (thirties - sixties)

Lancelot - knight/ warrior (thirties - fifties)

Percival - knight/ warrior (teens -sixties)

Bors- knight/ warrior (twenties - sixties)

Galahad - knight/ warrior (teens -sixties)

Bedivere -knight/ warrior (twenties - sixties)

Iddawg - squire/ warrior/ scout (any age, but must be athletic)

Calum – squire to Mordred / warrior (Teens to early thirties)

Duran - Arthur's other son (thirteen - fifteen)

Naythen – squire to Duran / warrior (teens or twenties)

Oswald – Melwyns and Lancelots father (elderly)

Bandit 1, 2, 3 - ideally male, but able to be flexible on that. (Twenties – sixties.)

WOMEN

Morgan La Fey (druidess/ witch, Mordred's foster mother, Arthur's elder sister. Late forties or fifties.)

Guinevere - (Arthur's wife - Thirties-forties)

Anna - (Arthur's first wife, mother of Mordred, killed by Saxon raiders.) (Late teens/ twenties)

Lynette - lady in waiting (any age)

Esyld - lady in waiting (teens - up)

Derwyn - Druidess / warrior (any age)

Kelwyn - Druidess/ warrior (any age)

Andras – Warrior (thirties – sixties)

Kensa - Andras's daughter (teens – twenties)

Melwyn – Lancelot's sister, who falls in love with Mordred (Twenties – thirties)

Gitta – druidess and confidante of Morgan (Forties – elderly.)

To apply

- The auditions are open.
- As competition will be fierce for some of the roles, we recommend that you request sides before audition day in order to prepare. These will be available shortly. Please let us know what characters you are interested in, so that we know which sides to send you.
- You will be required to attend the audition in person. Please bring a diary, pen, and wear comfortable clothing.
- You will be expected to attend the auditions on time, from the beginning, unless you are caught in traffic, in which case, please text us on 07855 090589, with your name, to let us know. People attending late, with no prior warning as to their being late, may not be auditioned. Please be aware that auditions may run late into the evening.
- Please bring a completed application form (final page of this document). You will be asked for this when you begin your audition.

Auditions will take place in groups in the room we use for rehearsals. While you wait for your turn, please respect others, and talk quietly, and keep phones on silent. Free tea and coffee facilities are available.

The first reading will involve screen-testing.

After your first reading and screen-test, you may be asked to audition again in a group with other characters from your script sides. If we feel that you are better suited for a different role, or would like to see you try for an alternate character, or even to gauge a wider acting range for the same character, then you will be provided with a different side.

You will be informed as to the casting panels decision, within 7 days of your audition, via email.

Mordred Casting Application

NAME

AGE

ADDRESS

EMAIL

PHONE

WHAT ROLE(S) ARE YOU AUDITIONING FOR?

IF YOU DO NOT GET ONE OF THOSE ROLES, ARE YOU HAPPY TO TAKE ANOTHER ROLE ON?

DO YOU HAVE ANY EXTRA USEFUL SKILLS THAT YOU COULD BRING TO THE PRODUCTION? (eg horseriding, swimming, martial arts, medieval combat,)

ARE THERE ANY TYPES OF SCENE THAT YOU WOULD NOT BE HAPPY IN (eg, scenes involving violence and fake blood, conversations mentioning sex, pagan/druid ceremonies, partial nudity) Please also disclose any health issues, for example if you would not be able to physically participate in a battle scene, to us on here. Please note that most scenes involving people under 16 will be age-appropriate, however Duran and Naythen, although in early teens, will be involved in violent battle scenes.

ARE THERE ANY DATES BETWEEN NOW AND AUGUST 2016, THAT YOU HAVE BOOKED AWAY? (this is important for filming and theatre performances, also for arranging rehearsals & workshops)

HAVE YOU AN EXISTING INTEREST IN DARK AGES HISTORY, AND/OR IN ARTHURIAN LEGEND?