

CINDERELLA

Rodgers & Hammerstein Version

Note: This production may be costumed in various ways. The "Leslie Ann Warren" television version was set in medieval times, while the "Brandy" Disney version was a compilation of many different time periods, including modern.

HERALD - Heraldic tabard, tunic, cap, tights. Bright and rich colors.

TOWNSPEOPLE - (each) Assorted types of period peasant wear, headwear and hats, some outerwear. Should indicate various occupations and stations in life. Muted colors and varied textures.

YOUNG BOY - Peasant wear, tights if necessary, cap.

CHILDREN - (each) Peasant wear, tights for boys if tunics are worn. *Note: "Studios Girl" needs spectacles according to script. This is usually a responsibility of props or purchased item.*

STEPMOTHER - Imperious in her manner & dress, her costume should be regal, but gaudy and perhaps a bit ridiculous. Her costumes include: One gaudy day dress & headwear
Overdone ball gown, gloves and the following prop items as per script: lorgnette, nosegay of flowers, purse
Dressing gown and head wrap
Change of daywear & headwear

JOY (STEPSISTER) - Not cheerful like her name, her costumes (like her mother's and sister's) should be gaudy with a touch of the ridiculous in either cut or color. Her costumes include:
Upper class style day dress & headwear
Overdone ball gown, gloves and the following prop items as per script: fan, reticule/purse & nosegay of flowers
Dressing gown & head wrap
Change of daywear & headwear

PORTIA (STEPSISTER) - Not intelligent like her name, her costumes (like her mother's & sister's) should be gaudy with a touch of the ridiculous in either cut or color. Her costumes include:
Upper class style day dress & headwear
Overdone ball gown, gloves and the following prop items as per script: hair ribbons, handkerchief, nosegay of flowers
Dressing gown & head wrap
Change of day wear & headwear

CINDERELLA - Peasant garb consisting of waltz-length skirt, bodice w/smock type apron built into it & headscarf. Dull colors/patterns. *Note: This costume must be rigged with Velcro closures for quick change.*
Ball gown & tiara. Optional gloves. *Note: jewelry & shoe rental is extra!*
Wedding costume, veil headpiece, bouquet (props)

QUEEN - Regal court gown & crown, handkerchief (props)
Resplendent formal court gown with ermine trimmed cape, repeat crown
Change of court attire, repeat crown

KING - Shirt & underwear (while Queen is repairing trousers as part of stage action), trousers (ill-fitting; top two buttons cannot be buttoned), dressing gown. *Note: Script calls for trousers to fall off his body on cue. This is difficult to achieve. Continued on next page.* Crown headpiece.

KING (Continued) - Matching (to Queen) formal court attire w/ermine trimmed cape, repeat crown.
Change of court attire, repeat crown.

CHEF - Period costume w/apron and chef hat. Chef jacket optional.

STEWARD - Period costume in court colors.

ADDITIONAL CHEFS & STEWARDS - Same as above with complete change of costume or white aprons & chef hats only worn over regular peasant garb.

PRINCE - Royal court costume, capelet, tights if necessary and crown.
Formal court costume, short court cape, tights if necessary, repeat crown.
Change of court costume, capelet, tights, repeat crown.
Wedding costume to match Cinderella's, optional cape, repeat crown.

GODMOTHER - Festive robe and/or gown and headpiece. *Note: Should not be a "giveaway" that she has magical powers.*

TRANSFORMATION SCENE - Must be coordinated with director & choreographer. Unlike the "movies", the transformation(s) must occur in dark light and/or partially off stage. Cinderella, for example, can whirl off stage for her costume change and whirl back on. Her change requires that her wig & tiara are already on underneath her head scarf, her bodice is ripped off (thus the need for Velcro closures) and ballgown goes on over her peasant skirt (no time to take it off). Her gloves, tiara and shoes can be dealt with as part of the on stage action when she re-appears.

Other costumes for this scene include:

Mice - White unitards & headpieces

Horses - White unitards & headpieces

Footman - Livery wear - coat, vest, knickers, shirt, jabot & shoe buckles or medieval type costume

Coachman - Jacket, short cape, knickers & plumed hat or medieval type costume

GUESTS AT THE BALL - Assorted colorful costumes & headwear for both women & men. Depending on the time period chosen, men might not have head wear. Optional: gloves for women and tights for the men if medieval-style tunics are worn.

FOOTMEN AT THE PALACE - Livery wear - coat, vest, knickers, shirt, jabot & shoe buckles or medieval type costume w/tunic and tabard in court colors.

GUARDS - Military-style costume w/hats or helmets. Look varies according to time period chosen.

MINISTER - Long tunic, chausible w/religious insignia, miter headpiece