



# AUDITIONS

**Audition Date and Time: Sunday, May 20, 4:30 p.m.  
Brookwood Baptist Church**



We are glad you are interested in auditioning for a special part in the musical **AGAPE LEAGUE**. The auditions will be held in the Chapel at Brookwood Baptist Church on Sunday, May 20, 4:30 p.m. Please bring your “Personal Information Form” to the audition, already filled out.

The suggested parts for each character are included in this audition form. They **do not** have to be memorized for the audition. Any child attending the camp may sign up for auditions. Additional drama rehearsals will be scheduled on **Sunday, July 8, Sunday, July 15, and Monday, July 16** from 4:00 - 6:00 p.m.

## **SPEAKING PARTS:**

Each child needs to choose two parts from the selection provided to act out and portray—you may be asked to read other parts during the audition. Trying out for a specific role **does not guarantee** you the part. If you are given a major speaking part, you will automatically be enrolled in the DRAMA EXPLORATION during Music Camp week. There are 2 exploration classes so you will still have your choice for the second class time. Having a major speaking role also means that you agree to take part in additional rehearsals on Sunday, July 8, Sunday, July 15, and Monday, July 16, 4:00 - 6:00 p.m. **All actors will need to have ALL their parts memorized before Music Camp begins.**

### If you are auditioning for:

Shadow  
Jumper  
Freezer Burn  
Honeycomb  
Serenity  
Ironblade  
Jess  
Jeffrey

### You should learn:

Scene 2  
Scene 2 and the rap in The Joy of the Lord  
Scene 2  
Scene 2  
Scene 2  
Scene 2  
Scene 6 – 1<sup>st</sup> half  
Scene 6 – 1<sup>st</sup> half

## **SECRETS TO A GREAT AUDITION:**

- Smile and speak with confidence (even if you are nervous).
- Practice at home in front of your mirror, as well as for your family.
- Don't look down at the floor – look at the judges. If that is too nerve-wracking, focus on their foreheads or the area behind their bodies.
- Relax as best as you can, but know that everyone gets a little nervous and it's okay.
- Show respect to the other people auditioning for the musical. Often judges will see your maturity (or immaturity) and your actions might get you the part (or lose you the part).

You will be notified of Audition Results by Wednesday, May 23. Books will be available for actors to pick up following the cast list announcement.



# PERSONAL INFORMATION FORM



**Name:** \_\_\_\_\_

**Grade:** \_\_\_\_\_

If selected for a speaking part, I understand that I will need to be present at the extra evening rehearsals on the following dates: Sunday, July 8, Sunday, July 15, and Monday, July 16, 4:00 - 6:00 p.m. and that all my lines must be memorized before camp begins on July 23.

\_\_\_\_\_  
**Student Signature**

\_\_\_\_\_  
**Parent Signature**

**Part I am auditioning for: (Put a '1' by your first choice and '2' by your second choice)**

\_\_\_\_\_ **Shadow** (girl or boy)  
General Agape's intellectual assistant  
Ability: Faithfulness

\_\_\_\_\_ **Ironblade** (boy or girl)  
Has forgotten his identity  
Ability: Self-control

\_\_\_\_\_ **Jumper** (girl or boy)  
Bubbly and enthusiastic  
Ability: Joy

\_\_\_\_\_ **Jess** (girl)  
Needs help in Suburbia City  
Jeffrey's sister

\_\_\_\_\_ **Freezer Burn** (girl or boy)  
Can freeze time  
Ability: Patience

\_\_\_\_\_ **Jeffrey** (boy)  
Needs help in Suburbia City  
Jess's brother  
Also has a solo at beginning of "Never A Reason"

\_\_\_\_\_ **Honeycomb** (girl or boy)  
Sweet  
Ability: Kindness

\_\_\_\_\_ **Serenity** (girl or boy)  
Prayerful  
Ability: Peace

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## CONTACT INFORMATION

You will be notified of Audition Results by Wednesday, May 23rd. Books will be available at that time.

**MAILING ADDRESS:** \_\_\_\_\_

**E-MAIL:** \_\_\_\_\_



# SCRIPT AUDITION MATERIAL



## Scene 2:

**GEN. AGAPE:** Shadow, will you please pass out the mission briefings?

**SHADOW:** *(passing out folders)* I thought you'd never ask, General! *(music begins to "Underscore 2")* It seems there has been a serious problem in Suburbiana City. People are fighting with each other over the littlest things, and everyone is so absorbed in their own personal problems that the town is falling apart!

**HONEYCOMB:** Sounds like they are lacking Kindness.

**JUMPER:** And they are definitely needing some Joy down there!

**SHADOW:** The focus of this mission is not on the entire town, but on two children - *(looking at notes)* a brother and sister - Jess and Jeffrey Sandler. We need to remind them of the Fruit of the Spirit available through the Spirit of God.

**GEN. AGAPE:** Honeycomb and Jumper, you will run the operation, along with Freezer Burn and Ironblade.

**JUMPER:** *(Looking around)* Where is Ironblade? I thought you said he was here?

**FREEZER BURN:** That's what I've been trying to tell...*(Ironblade wanders onstage, skipping the identity Portal and barely looking up from his handheld video game)*

**JUMPER:** Oh, there you are, Ironblade!

**IRONBLADE:** *(not acknowledging Jumper; walks in and looks around. Turns to Freezer Burn, accusingly)* Hey, you said you were taking me to the world's biggest arcade?

**GEN. AGAPE:** *(after a beat)* Freezer Burn, may I have a word with you, privately? *(the two of them walk a little off to the side)*

**FREEZER BURN:** *(whispering to General Agape)* General, Ironblade is completely removed from reality! The only way I could convince him to come here was to pretend it was an arcade. It was the first thing that popped into my head!

**IRONBLADE:** Hellooo! Do you all work here? Where do I buy tokens?

**JUMPER:** *(jumping in)* Uhm...WELCOME to the Fortress of Virtue...ARCADE!! If you'll just follow me, I'll show you around. *(Leads a puzzled Ironblade)*

**IRONBLADE:** *(as Jumper leads him away)* Love the costumes, guys.

**SERENITY:** *(incredulous)* Whaaat??

**LAMBSWOOL:** I don't understand! Why is he acting so funny?

**GEN. AGAPE:** Lambswool, it's worse than we could have imagined. Ironblade *(pauses for effect)* seems to have forgotten his superhero identity!

**ALL:** *(gasps)* Oh, no! What? How can this happen? etc.

**HONEYCOMB:** I didn't think that was possible, General! How can he lose his ability?

**GEN AGAPE:** Oh, I didn't say he lost his ability. God gives every believer the virtues of the Fruit of the Spirit when their lives are surrendered to Him. Unfortunately, sometimes we tend to forget those virtues.

**SHADOW:** We will do whatever it takes to help Ironblade remember! *(All agree)*

**SERENITY:** If the time I've spent in the Word has taught me anything, it's to remember to put our focus where it belongs. Let's pray, everyone.

**GEN. AGAPE:** Excellent idea, Serenity.

**SERENITY:** Father, we thank You for Your unfailing love, and for allowing us to demonstrate Your love and Your power to those around us. Please guide us as we dedicate this mission to You. Amen!

*SFX (computer bleep)*

**SHADOW:** I found something! The Agape Interface uncovered these statistics relating to Ironblade's last mission.

**AUTOMATED VOICE:** Cultural immersion. Distraction. The tyranny of the urgent. Amusement as the highest priority. Selfishness.

**SHADOW:** *(reading screen)* It seems that Ironblade became so immersed in the culture and technology, he didn't even realize that he was neglecting to display his ability: Self-Control. After a while, he just started to forget who he was!

**GEN. AGAPE:** Where was his last mission posting?

**SHADOW:** Checking on that, General...

**AUTOMATED VOICE:** Ironblade: last posting - Surburbiana City.

**GEN. AGAPE: Suburbiana City?!**

**FREEZER BURN: Yes! He does seem to have been affected by the same selfishness plaguing that city! Before we can help Jess and Jeffrey Sandler, we need to help Ironblade remember his superpower!**

**IRONBLADE:** *(walking in)* **Does anybody have a charger? My battery is low.** *(walks around looking for an outlet while still playing the game)*

**HONEYCOMB: Here, let me plug it in for you.** *(upstage wall plug)*

**IRONBLADE: Thanks. There's no panic like the panic you feel when your battery is down to 7%.**

**HONEYCOMB:** *(doesn't understand but pretends, cheerfully)* **Oh! Right...7%.** *(Ironblade is back to the game)*

**FREEZER BURN: I thought if we reintroduce Ironblade to what we're all about, perhaps it will jog his memory.**

**JUMPER:** *(enthusiastically)* **Fantastic! This will be fun, everyone! I'll go first. Romans 15:13: "May the God of hope fill you with all joy** *(music begins to "He Gives Me Joy")* **and peace as you trust in him, so that you may overflow with hope by the power of the Holy Spirit."**



## **Scene 6: (1st half)**

*(Lights up on a street in Suburbiana City. Jeffrey is threatening to throw Jess's doll into the street. Ironblade, Jumper, Freezer Burn and Honeycomb are standing downstage left, while Jess and Jeffrey are standing next to the "street," stage right. Cars are heard passing periodically)*

**IRONBLADE:** So, who are we helping?

**HONEYCOMB:** The reason we have been called here is for our friends, Jess and Jeffrey.

**IRONBLADE:** I've seen them before. I was on a mission not too far from here. I guess that's when I started forgetting who I was. Watch yourselves, team! Be alert!

**JUMPER:** Will do, Ironblade!

**JESS:** *(genuinely concerned)* Don't do it Jeffrey! She's my doll! What did she ever do to you?

**JEFFREY:** *(smug, but playful)* I don't like her attitude. She looks like she is judging me...with those non-blinking eyes.

**JESS:** Jeffrey! Stop it! *(honking is heard in the distance)*

**JEFFREY:** *(taunting)* I'm gonna throw it, right there in the middle of the street.

**JESS:** You're mean! I never want to play with you again!

**JEFFREY:** *(hurt, but trying not to show it)* Wow. I was just kidding. But now maybe I really will throw it!

**JUMPER:** Uh, oh. This looks like trouble. This is a pretty busy street. We need to intervene soon.

**JEFFREY:** *(pantomiming shooting a basket with the doll)* He shoots! He scores! *(doll is thrown off-stage)*

**JESS:** *(upset)* Jeffrey! I'll never forgive you! I'm going to go get her. *(honking and car sounds get louder)*

**JEFFREY:** *(nervous)* Wait, Jess! It's not safe!

**JESS:** *(continuing to walk toward the street)* You're always trying to trick me! But I'm not going to fall for it.