

SEPTIME WEBRE'S

Alice

♥ ♣ (in wonderland) ♠ ♦

AUDIENCE GUIDE

Fall down the rabbit hole into Septime Webre's ALICE (in wonderland)! Full of vibrant colors and iconic characters, this production brings the classic children's fantasy novel to life. Over 75 dancers take the stage in this family-friendly favorite that features elaborate sets, lavish costumes, and whimsical illusions. Highlighting the youthful wonder of the show, students of Milwaukee Ballet School & Academy dance alongside the professional Company and Milwaukee Ballet II. With an original score by Matthew Pierce, this show is certain to delight all ages while illuminating the breadth of talent our company is proud to share.

This ballet is based on a combination of Lewis Carroll's *Alice's Adventures in Wonderland* and *Through the Looking-Glass, and What Alice Found There*. Based on stories he told a young girl named Alice Lidell, these works are often labeled as the first children's books designed to be entertaining rather than directly educational. Alice has since found her way into many areas of pop culture, from Disney films to rock music to fashion trends. There is a little bit of Wonderland everywhere!

Choreographer Septime Webre premiered ALICE (in wonderland) in 2012, combining the two 'Alice' books into an abridged narrative highlighting some of the most fun and memorable characters. Webre also introduces a prologue featuring Alice's family, all of whom will reappear as fantastical versions of themselves throughout the work. ALICE (in wonderland) has been staged across the world, including once before at Milwaukee Ballet in 2016 to a wildly enthusiastic audience.

Webre continues to bring classic literature to life in renowned productions of *The Great Gatsby*, *The Sun Also Rises*, and *The Wizard of Oz*.

We hope you enjoy this colorful and joyful trip through Wonderland—and remember, you mustn't be late!



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SYNOPSIS

Act I

Amidst chaos in **Alice's** lavish family home, the quirky **Lewis Carroll** takes her on a boat ride and picnic in the woods. He begins telling a story while Alice grows tired and drifts to sleep. Suddenly, a **White Rabbit** hops by in a hurry, checking his pocket watch, worried that he is late. After Alice notices this curious spectacle, the White Rabbit scurries down a rabbit hole—how could she resist following?

After falling for miles and miles, Alice lands in a hallway filled with closed doors. After drinking a mysterious potion, she grows to a giant's height, but then fans herself until she shrinks into a miniature version of herself. At this small height, Alice peeks through a door's keyhole and sees the evil **Queen of Hearts** on the other side. Startled, Alice eats a bit of cake that returns her to her normal size but discovers the doors have now shrunk, blocking her from entering the wonderful world.

Stuck and frightened, Alice cries and cries until the room floods and new creatures begin to swim by. Amongst these creatures are the **Doormouse**, a **Dodo Bird**, an **Eagle**, and a large flock of **Flamingos**, all of whom dance to dry off from Alice's flood of tears. Washing away, Alice stumbles upon a small cottage owned by a **Duchess** who is agitated by her employees: a **Fish**, a **Frog**, and a **Cook**.

Leaving the cottage, Alice finds herself lost in Wonderland, first meeting a **Cheshire Cat**, who seems to appear and disappear out of thin air. After their mysterious dance, he vanishes, reappearing in the moon. Next, Alice meets a **Caterpillar** who smokes a pipe and lives among mushrooms. The Caterpillar goes through a metamorphosis and turns into a butterfly right in front of Alice's eyes. After leaving the butterfly, Alice finds herself at a strange tea party with the **Mad Hatter**, the **March Hare**, and the **Doormouse**.



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SYNOPSIS

Act II

At the same moment as the tea party, the **Queen's Soldiers**, made entirely out of playing cards, realize that they have accidentally planted white roses in the Queen of Heart's garden. Fearing for their lives, they quickly paint the roses red. Alice finds this peculiar before noticing her friend the White Rabbit next to the **Queen's Joker** and the Queen herself. The Queen invites Alice to play croquet—an odd version using Flamingos as mallets and **Hedgehogs** as croquet balls. The Queen loses this strange game and blames the hedgehogs for her loss as she proclaims, "Off with their heads!"

Alice attempts to save the poor hedgehogs and is chased through the forest by the furious Queen. There, Alice finds more strange creatures, including twins **Tweedle Dee** and **Tweedle Dum**. Exchanging stories and dances about their journeys, the group is confronted by the Queen's evil beast: the **Jabberwock**.

Protecting her friends, Alice slays the dragon-like Jabberwock, only to return to the Queen's palace to be placed under arrest by the Queen. In a strange and nonsensical court hearing, the Queen again shouts, "Off with her head"—this time towards Alice! Alice realizes the silliness of the Queen and her court, and they all fall over like a house of cards.

Alice finally awakens from her dream, finding herself back at home with her own odd family and Lewis Carroll, who has now finished his fantastical story.



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CHARACTERS



Alice

Our curious heroine. She falls into Wonderland and always lets her imagination guide her.



Queen of Hearts

The great antagonist of Wonderland. She loves the color red almost as much as screaming “off with their heads!”



Mad Hatter

An eccentric tea party enjoyer. He helps Alice on her journey while always being the life of the party.



White Rabbit

Alice's perpetually-hurried guide. He leads her down the rabbit hole and through Wonderland.



Cheshire Cat

A smiley cat who always seems to vanish just as soon as he appears. He'll always turn up in the least expected places...



Tweedle Dee & Tweedle Dum

A tandem-biking set of twins. Though they argue, they always help Alice to the best of their combined ability.