

## - From the Director: The Adventure Begins ... -

"Gather great artists from all around you and keep Ian Fleming's adventurous dreams alive." - Peter Royston.

"Never say no to adventures, always say 'yes' otherwise you will live a dull life" - Ian Fleming

The decision to say 'Yes' to the role of Director for such a magical production like 'Chitty Chitty Bang Bang' was a very easy one. It is a rare tale that has been adapted into a variety of art forms; a novel, a feature film and a stage musical. The story began as a bedtime ritual Ian Fleming shared with his children that grew from there and became a story about a flying car. It was first published in 1964 and the 'Chitty Chitty Bang Bang' story has become one that lives on and is still shared and loved by people all around the world.

The story is not just about the 'fantasmagorical' car, it brings together some wonderful characters that come to life throughout the story. Set in the 1910s, our story opens similar to the film with an English crowd enjoying the race that made 'Chitty' famous and ultimately brought her career to an end. The story follows her journey from Mr.Coggins junkyard, where Jeremy and Jemima Potts have spent their days playing, through to her transformation into the magical car that can float and fly.

'Crackpot' is what everybody calls the Potts family so when Caractacus Potts, a widowed eccentric inventor, decides to fix an old wreck, nobody is surprised that she has a name and that she can swim and then fly. 'Chitty Chitty Bang Bang' is an 'uncategorical' car on a mission to stop a criminal gang in its tracks and she is taking the Potts family and our audiences with her on a magical ride through the English countryside. Blue skies, rough seas and Vulgarian Villians will not stop her bringing everyone together to celebrate family and friendship.

Well, what does a Theatre Director and Caractacus Potts have in common? They both take audiences on a journey of the imagination, expanding our definition of what is possible if we believe. There are obviously limitations that dictate how we can tell this story but we ultimately want to take our audiences with us and hopefully entertain, transform and ultimately reignite the childlike spirit of 'magic' that is inside all of us. If we believe and work together we can make anything happen.

Well this is what we have done! Our production is one where past and present Regals performers, members and supporters have worked together to bring every aspect of this Musical to life. I am humbled and thankful for the commitment and support of everyone involved in creating our production. It is definitely one adventure that I am glad I had the opportunity to say 'Yes' to.

**Danielle Nicholls-Fuller** - Director



## – Synopsis –

## ACT ONE

As the story begins, Mr. Coggins is describing the last race of a great race car. The English car was the star of her day. Now she is a lonely wreck, with only two children, Jeremy and Jemima, to care for her. Meanwhile, Truly Scrumptious has arrived searching for a part for her motorcycle. She is distressed to see the two children out of school. She meets their father, Caractacus Potts and argues about how he is raising the children.

The Potts' family lives in an old windmill. Potts promises the children he will try and buy the car. Grandpa tries the new candy his son has invented and realises that it can make a whistling sound.

Potts and the children pay a visit to the Scrumptious Sweet Factory, trying to sell his new candy, which he calls Toots Sweets. They run into Truly, who tries to get her father, Lord Scrumptious, to buy it. The candy maker tries one, blowing on its whistle, which attracts dogs and causes them to rampage through the factory.

Meanwhile, two spies, Boris and Goran, have raised the money and want to buy the car, but they realise that Coggins will never sell it to two Vulgarians. They decide to disguise themselves as Englishman.

Back at the windmill, Potts is more determined than ever to buy the car for his children. He sings them a lullaby, then takes one of his inventions, an automatic haircutting machine, to a local fair. There he meets Violet and her boyfriend, Sidney. The machine cuts all of Sid's hair off and he is furious! Potts tries to make his escape and gets caught up with some dancers getting ready to perform.

Luckily for Potts, he runs into a Turkey Farmer, who wants to use his haircutting machine to pluck and cook turkey. Potts finally gets his money and is able to buy the car.

Potts sets to work fixing the car and finally finishes. They decide to go on a picnic at the seaside. They meet Truly along the way and she joins them. Caractacus and Truly begin to realise that they have feelings for each other. Distracted, they don't realise that the tide has come in and surrounded the car. And if that wasn't bad enough, a Vulgarian ship begins to fire on them! Suddenly Chitty begins to transform into a boat–car, and they are able to escape.

The Vulgarian spies kidnap Grandpa thinking he is the inventor they are looking for. Caractacus, Truly and the children speed after them and, as they hurtle over a cliff, discover that Chitty can fly!

## Act Two

The story continues in Vulgaria. Still believing that Grandpa is a brilliant inventor, Baron Bomburst orders him to make his car float and flu.

Caractacus, Truly and the children arrive secretly searching for Grandpa. The Toymaker brings them into his shop just in time, for the Childcatcher appears in search of children! In Vulgaria, the Baroness cannot tolerate children so the Baron employs a nasty Childcatcher to find them and lock them away!

The Toymaker goes with Potts to show him where the people of Vulgaria have hidden their children – underground, in the sewers. At the toyshop, after Truly goes out to search for food, the Childcatcher tricks and takes away Jeremy and Jemima.

The Baron and the Baroness prepare for the Baron's birthday party, and the Baroness describes her grand plans for the festivities.

At the Baron's party, the Toymaker nervously brings out his latest toys: two life–sized dolls. As they spring to life and begin to sing, we realise they are Truly and Caractacus in disguise. As the court is distracted by their performance, the army of children appears.

Will they win over the forces of Vulgaria?

With teamwork, imagination, and the help of a magical car, Chitty Chitty Bang Bang flies, swims, and rides to a breath-taking finale!

- The End -

