

# Bluey's BIG PLAY



FOR  
REAL  
LIFE

THE  
STAGE  
SHOW

Inside this booklet you will find a few tips to help familiarise you with your surroundings.

WE HOPE YOU ENJOY YOUR EXPERIENCE

RELAXED  
PERFORMANCE

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# THE PRODUCTION

## Length

The play is 50 minutes with no interval.

## Age Recommendation

The show is suitable for all ages and is recommended for ages 2+.

## Content Warnings

In the Relaxed Performance of Bluey's Big Play we use a haze machine, some loud music and sound effects and flashing lights.

## Theatre Guidelines

- Photography and mobile devices are not usually permitted during the performance, however, during Relaxed Performances of Bluey's Big Play, if you need to use a device (i.e. iPad) or toy throughout you are welcome to, just let the ushers know.
- During the Relaxed Performance, a relaxed attitude is taken to movement, noise, eating and drinking in the auditorium (this is okay).
- If you need to take a break during the show, you are welcome to come out into the foyer area for a break.

# DURING THE PLAY

The play will go for about 50 minutes.

You might like to bring some sunglasses or headphones from home to wear inside the theatre. You are also welcome to bring any toys or devices that might help you.

There is no interval but if you need to take a break during the show you can leave your seat and come out to the foyer area. You can do this whenever you need to.

There will be a Quiet Area in the foyer with comfortable seating where you can relax if you want to.

You can return to the theatre and watch the rest of the show whenever you feel ready.

# ABOUT THE PERFORMANCE

Bluey's Big Play is a play with puppets, actors, set pieces and, at one point, lots of bubbles.

The lights may feel quite bright. If you'd like to wear sunglasses inside the theatre you can.

In fact, you are welcome to do whatever you need to make yourself comfortable and relaxed while watching this performance.





# ABOUT BLUEY

Bluey is an animated television series which follows the adventures of a lovable & inexhaustible six-year-old puppy, who along with her sister Bingo, parents and friends is learning all about the world.



# WHAT WILL YOU SEE?

All the characters in Bluey's Big Play are puppets! Bluey, her younger sister Bingo, her dad Bandit and her mum Chilli are puppets controlled by actors who help the characters move and talk. Smaller characters like Lucky's Dad, the Grannies, the birds and Chattermax are also shown as puppets, mostly played by one puppeteer. You will recognise all the characters from the TV show. The Heeler family will mostly be played by two puppeteers at a time throughout the performance. You can see a picture of some of the puppets onstage below.



# WHAT WILL YOU HEAR?

You will hear the voices of the characters played through the theatre sound system. These characters will sound the same as they do in the TV show, as the same actors who perform the voices for the TV show have recorded the voices for the stage show.

You will hear some music played through the theatre during the performance. Some of it will be upbeat and fun, some might be slower and make you feel sleepy or sad. You're welcome to dance or move however you feel throughout the performance.





# ABOUT THE CHARACTERS



## Bluey

This is Bluey, an inexhaustible blue heeler puppy, who lives with her mum, dad and little sister Bingo. She likes to laugh and have fun but more than anything else she loves to play games with her family.



## Bingo

This is Bingo, who is a little ball of energy! She's kind, curious, determined and loves to laugh. More than anything, she loves diving into pretend games with her big sister, Bluey, their friends, and family.



## Chilli

This is Chilli, she is Bluey and Bingo's mum and Bandit's wife. She's really good at teaching her girls about the world and how to navigate its challenges. She needs to remain level-headed when the Heeler house gets out of control or caught up in a new game!



## Bandit

This is Bandit, he is Bluey and Bingo's Dad and Chilli's wife. Bandit is an archaeologist (he loves to dig up bones) and he does his best to use whatever energy is left after interrupted sleep, work and household chores, to invent and play games with his two little girls.

# ABOUT THE CHARACTERS (CONTINUED...)



## **Chattermax**

This is Chattermax. Chattermax is a purple and yellow robotic toy owl that Bluey and Bingo love to play with. He can talk, move, play music and flash colourful lights.



## **Grannies**

These are the Grannies, The Grannies names are Rita and Janet. They enjoying driving very fast in their car.



## **Lucky's Dad**

This is Lucky's Dad, also known as Pat. Lucky's Dad lives next door to the Heeler Family and often finds himself in the middle of their fun and games.

# MEET THE ACTORS



**SHAKIRA  
ALLEYNE**

She will  
sometimes  
play Bluey.



**SOPHIE  
BLYTHE**

She will  
sometimes  
play Chilli.



**MIROE  
FUCHES**

They will  
sometimes  
play Bingo.



**JON  
GODSI**

He will  
sometimes  
play Bandit.



**LAURA  
HYDE**

She will  
sometimes  
play Bingo.



**HELENA  
MITCHELL**

She will  
sometimes  
play Chilli.

# MEET THE ACTORS



**TESS  
OLIVER**

She will  
sometimes  
play Bluey.



**CHARLOTTE  
RAE**

She will  
sometimes  
play Bingo.



**LAURA  
RAINERI**

She will  
sometimes  
play Bluey.



**ADAM  
RYAN**

He will  
sometimes  
play Bandit.



**AAROD  
VAWSER**

He will  
sometimes  
play Bandit.



**LUCY  
WHITNEY**

She will  
sometimes  
play Chilli.



# THE STORY – scene 1

At the start of the play, we meet our main characters – Bluey, Bingo, Mum and Dad. They play musical statues together, once they get Dad off his phone. You're welcome to dance, move and freeze just like they do!

Following the game, Dad tries to relax on his beanbag but Bluey and Bingo want to play Keepy Uppy with him. Dad is too tired and really wants to play on his phone, so Bingo and Bluey come up with a big idea to steal Dad's phone, which Bingo then hides.



# THE STORY – Scene 2

Bluey and Mum talk about how Bluey needs to let Bingo copy her sometimes. Bluey doesn't like Bingo copying her and asks Mum why it needs to happen. Mum explains that Bingo learns how to be a big kid by copying Bluey and that it's important to be someone worth copying.

Dad comes in with Bingo, still searching for his phone. He manages to make Mum call it by bribing her... but Dad put his phone on silent! They listen for the buzzing and hear it upstairs. Dad, Bingo and Bluey go running!

To stop Dad finding the hidden phone, Bingo and Bluey decide to be really loud so he can't hear it buzzing. Singing, hitting pots and pans and dancing with Chattermax, Dad can't hear anything over the noise. Finally, he manages to make the room quiet, but the phone has already stopped ringing – the kids think they've won until... Dad goes to look under the pillow where the phone is hidden. Bluey thinks quickly and uses 'Remote Control Bingo' to get in Dad's way, chasing him around the room until 'Remote Control Bingo' can't move anymore. Eventually Dad gets away and manages to get his phone until... Bingo gets the Magic Xylophone and freezes Dad, taking back his phone!

Bluey and Bingo run outside to the backyard, where Mum is, and tell her all about what's happening. Bluey tells Mum about how she can boss Bingo around and Mum tries to explain how being a big sister is a big responsibility. She knows this because she's a big sister too. Mum tells Bluey about her sister Aunty Brandy, they don't see each other much anymore because sometimes sisters start arguing and forget to stop.

Bingo rushes back in, having successfully hidden Dad's phone, and starts copying Bluey again. Dad stomps in asking for his phone but the kids pretend they can't hear him. Suddenly, a football hits Dad on the head – Lucky's Dad from next door comes to collect it. Lucky's Dad calls Dad's phone, which they go and search for but just as they do, in come the Grannies.

# THE STORY – SCENE 3

The Grannies drive around the stage chasing Lucky's Dad and Bandit, until Lucky's Dad and Bandit jump up onto the tree bench. Lucky's Dad hurts his leg and goes back home. Shortly after, the Grannies crash, and Bandit catches the kids. Dad turns Bingo into a phone detector and Bingo has so much fun that, even though Bluey asks her to stop, she helps Dad find his phone. Dad runs back inside to read about lawn grubs. Bingo and Bluey sit outside – Bingo notices that Bluey is upset and asks her what's wrong. Bluey is upset because Bingo helped Dad find his phone and now he won't play with them. Bluey tells Bingo that she can't copy her anymore and storms off.

Meanwhile, Bluey goes and asks Dad if he'll play with her. Dad tells Bluey that his battery is flat and that he just needs some time to recharge, but once it's full again he'll play with her. Dad tells Bluey to play with Bingo for now, but Bluey storms off instead. Next, Bingo comes in and talks to Dad – asking if she can copy him. Copying Dad is too boring, so Bingo goes to leave until... Dad decides to play COPYCAT with her! Bingo feels much better afterwards.





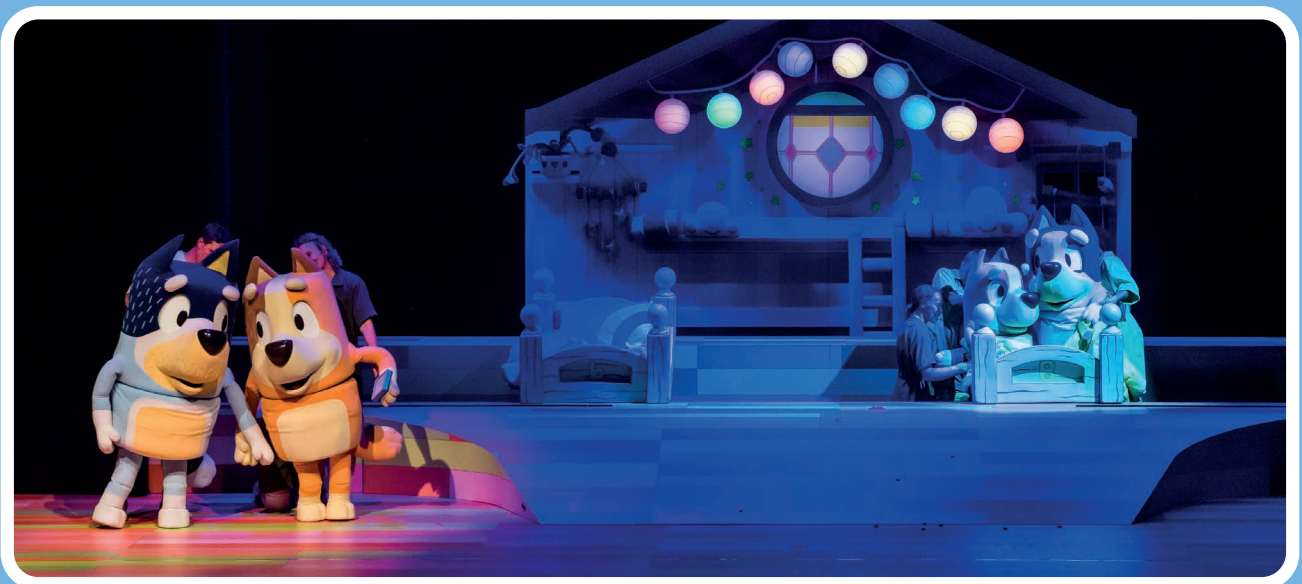
# THE STORY – SCENE 4

Bluey sits on her bed and is a bit sad; Mum comes in to talk to her. Bluey says she won't apologise to Bingo because it's not her fault and Bingo upset her. Mum talks about making your little sister feel like a giant, and how good that feels, but how you can also make them feel like a mouse when you're upset with them. Bluey understands and says she's worried that Bingo won't talk to her ever again – just like Chilli and her sister, Aunty Brandy.

Bingo enters the bedroom and sits on her bed, looking at Bluey. Bluey calls Bingo over and tells her she's the best little sister in the whole world! Bluey and Bingo are playing together when Bandit comes in, who wants to play one more game before bedtime. Mum has a great idea for one last game.

The lights get turned down in the theatre and a glow in the dark balloon is used to play Keepy Uppy.

After Keepy Uppy, the kids get into bed and Chilli and Bandit leave the room. Chilli asks to use Bandit's phone and calls Aunty Brandy her sister to make amends.





# CURTAIN CALL

At the end of the play, all the actors (and their puppets) will take a bow. This is called a curtain call.

During the curtain call the audience will clap and applaud. This is how the audience thanks the actors for their performance. You can clap and applaud if you want to.

After they have bowed, Blueey and Bingo will encourage the audience to play bubbly Keepy Uppy. At this point bubbles will be released into the audience. These will come out of bubble machines placed in the roof. You are welcome to pop the bubbles and join in the fun.



# CHANGES FOR THE RELAXED PERFORMANCE

Welcome to the Relaxed Performance of Bluey's Big Play. We've made some adjustments to our show today:

- **House Lights:** Throughout the performance, the house lights will stay on, with a slight dimming for added atmosphere.
- **Lighting Effects:** While retaining some flashing lights, we've removed strobe lighting and the Mirror Ball.
- **Audio Experience:** Enjoy the show with reduced volume levels for music and sound effects.
- **Interactive Elements:** We won't throw wubbles into the audience at the end today. Instead, join us for the playful Bubbly Uppy segment, featuring bubbles in the auditorium!

## THINGS TO LOOK OUT FOR...

There are some moments in the show when it can get noisy or lights may flash, if you would like to know when these things are, read on!

- Towards the beginning of the show, the cast will run across the stage with bird puppets.
- When the Heeler family plays musical statues, lights will flash, and the Bluey theme song will play and Bluey and her family will dance across the stage.
- During musical statues, Bandit, Bluey and Bingo's dad has an air guitar solo, the music gets a little louder.
- After musical statues, each character is introduced by a cast member coming on stage, holding up a sign with their name and a light will light up the signs.
- Dad pretends to be reading his book when he's actually on his phone which makes Bluey and Bingo laugh quite loudly.
- When Bluey and Bingo steal their dad's phone, the lights go down, and will go dim then light up the stage while Dad's phone starts flashing. Bluey, Bingo, Chilli and Bandit will all move very slowly.

## ...(CONTINUED)

- When Dad chases after Bingo to get his phone, the music gets louder, and Bingo lets out an excited scream as she runs away from him.
- When Dad finally catches Bingo, he turns her upside down and she laughs.
- Dad decides to call his phone, you will hear it vibrate and he goes looking for it offstage.
- As Dad keeps looking for his phone, he comes back onstage and the stage has changed from the living room to Bluey and Bingo's bedroom.
- Bluey and Bingo get in there before Dad and start singing '10 Green Bottles' as loudly as they can so Dad can't hear his phone vibrating.
- After they finish singing, Bluey calls Chattermax the Owl, and his song starts playing loudly, lights start flashing as Chattermax moves around and jumps on Dad.
- After the song, Chattermax leaves the stage and Bluey shouts 'Remote Control Bingo' to stop Dad from finding his phone.
- When Bingo becomes 'Remote Control Bingo', lights start flashing and music starts playing as Bingo stops Dad from getting his phone. Bingo makes robot noises to distract Dad.
- After Dad finds his phone, Bingo gets the magic xylophone, there will be a loud ding which freezes Dad, while he's frozen Bluey and Bingo dress Dad up in a funny outfit while piano music plays.
- As Dad thinks he's got his phone, he's actually holding Chattermax! The lights start flashing again, all different colours and the Chattermax theme song starts playing again.
- Dad is chased off the stage by an inflatable ball.
- While Dad still looks for his phone in the garden, a red ball from Lucky flies and hits him on the head. Lucky's Dad, a yellow Labrador appears on the stage.
- Lucky's Dad calls Dad's phone, there will be a loud vibrating sound.

## ...(CONTINUED)

- As Lucky's Dad and Dad look for Dad's phone, the Grannies, Janet and Rita will appear, they are both driving cars and will beep their horns.
- The Grannies drive into Lucky's Dad and Dad, making them fly through the air.
- The Grannies leave the stage as Dad turns Bingo into a phone detector. Bingo, as 'Bingo the Phone Detector', is turned on her side and loudly beeps with Dad holding her and they search for his phone, Bingo finds his phone and Dad runs off.
- Bluey gets mad at Bingo for giving Dad his phone, she storms off and sad music plays when Bingo is alone. A leaf walks across the stage while Bingo watches.
- Bingo goes back onstage to talk to Dad about copying him while he's on his phone which she finds really boring!
- Dad jumps up suddenly and decides to do a funny dance for Bingo to copy. The music changes and gets a little louder while they dance together and make silly noises.
- After they finish dancing, Bingo leaves the stage and the lights go down while the music keeps playing.
- The lights go up and Bluey and Mum are on stage in Bluey and Bingo's bedroom talking about Bluey and Bingo being sisters.
- Bingo comes on stage, and they become friends again, Dad also comes on stage and the family start playing Keepy Uppy with a red glowing balloon. The red balloon is lit up and floats around the stage. The lights go down when the game ends.
- After the game, Bluey and Bingo go to bed, Dad and Mum have a chat and then Mum decides to call her sister Brandy, you will hear a voiceover say 'Hello?' before the lights go down and the show ends.
- The lights will come back on and the family will come back on stage for their bows, including Lucky's Dad. When each character bows, the other characters will shout out their name.