



Audition requirements for
Maryborough Theatre Company's
2026 Junior Production of

DARE TO DREAM

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JR.

A *Disney* MUSICAL REVUE ✦ ✦

Please contact Maryborough Theatre Company if you have not yet booked an audition time, by emailing mtc.inc.productions@gmail.com by the 20th February.

Auditions will be arranged on a first in served basis. Please advise in your application if you wish to audition for a role, and specify which character, or for the ensemble.

Auditions for the musical are scheduled for
Saturday 21st February and Sunday 22nd February

General Information / Timeline

Performance Dates: MAY 2026

- Friday 29th May - Evening performance
- Saturday 30th May - Matinee performance

Location: Geoff James Theatre - Highview College, Kars Street, Maryborough Vic

Two shows in total

Director:

- Hannah Matters

Assistant Director:

- Harry Lewis-Fitzgerald

Production Team:

- Kate Griffin
- Natalie Wardrop
- Matilda Griffin
- Alex Burton
- Tiana Jacobs
- Jenny Whitlock
- Lachlan Steed

Rehearsals:

Rehearsals will begin Sunday 1st March. Rehearsals will be on the dates indicated as per the schedule provided. Rehearsals may run through the April school holidays, please ensure you/your child make these rehearsals. (There will not be a rehearsal on Easter Sunday 5th).

Rehearsals will be held on:

Wednesday: 4:30pm - 6:00pm.

Sunday: 2:00pm - 4:30pm

Location: Geoff James Theatre - Highview College, Kars Street, Maryborough Vic

The rehearsal periods are:

- 1st March – May 27th

All dress rehearsals in May will need full attendance from Cast and Crew.

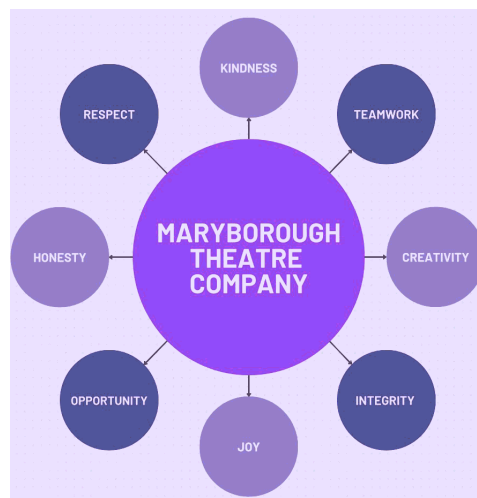
Our Vision & Values

Our Mission:

- Our Junior Productions provide a total theatre experience for children in a safe and happy environment

Our Philosophy:

- Children will celebrate and create with energy and fun
- Children will learn about the amateur theatre world
- Children will learn in a fresh, positive, safe and supportive environment
- Children will live the magic and simply be the best they can
- Children will walk away feeling proud and with a smile on their face
- All children have the opportunity to perform on stage
- To keep costs to a minimum
- Keep details of the show simple - the children come first



Audition Guidelines

As part of our commitment to providing an authentic theatre experience, all children are required to audition for the show. This teaches children about the entire production process, while learning new skills and building confidence. The Panel's role is to support and encourage each child. Every child who auditions will receive a role in the production.

1. Auditions for the musical are scheduled for Saturday 21st February and Sunday 22nd February.

2. Auditions can be booked in person at our information night (on 4th Feb) or through our online booking portal. The link will be made available on our Facebook page, with the portal opening on 5th February.

Alternatively, you can email us at: mtc.inc.productions@gmail.com

3. All auditions will take place at the Mill House, 88-90 Burke Street, Maryborough

4. All auditions will take place in front of a panel, made up of members from the Production Team.

Auditions are made up of two parts: a solo acting/singing audition and a group dance audition. You will be given two separate booking times, and are required to attend both.

5. You must read ALL of the material in this audition packet and complete the Audition Form if you are interested in auditioning.

6. A parent or guardian must give their permission for their child/children to participate in this production.

Audition Results:

Every child who auditions will be contacted by phone by a production team member, to be advised of their role in the musical. While children may not receive the part they auditioned for, please remember that each role is unique and important for the show to be a success.

DURING AUDITIONS YOU WILL BE REQUIRED TO:

1) Sing ONE song of your choice.

We want you to choose a song that you love and connect with. This might be a Disney song, or it might be a modern/pop song. If you would like some inspiration on what to sing, we have included a list of the Disney songs from this musical, however, it is not an expectation that you choose a song from the list. The show is all about discovering and sharing our dreams, so pick a song that means something to you!

Please bring your own music – we will have a Bluetooth speaker and AUX cord available.

2) Act out a scene from the show.

If you are auditioning for a lead role:

Please see the additional script lines in the separate attachment. While you are not required to memorise lines, we do encourage it, so you feel more confident and more focused on the character than words. A panel member will read the lines of any other characters in your chosen scene.

If you are auditioning for the ensemble:

You are not required to learn a script piece. Instead, the audition will involve acting and character activities led by the panel.

3) Dance

During a half an hour group dance audition, children will be taught (and then perform to the panel) a short dance routine. No preparation is required for this section of the audition. Please wear comfortable clothes and shoes. Please NO THONGS or any other slide on shoes. Please bring a drink bottle.

Audition hints and tips:

- ~ Make sure you get to auditions at least 10-15 minutes early.
- ~ Don't be afraid to ask questions **before** the audition day.
- ~ Read the audition pieces & study the part(s).
- ~ Understand the plot – read through the synopsis to make sure you know the storyline of the show.
- ~ Understand the character's role in the production.
- ~ Identify character's relationships with others in the given scene – develop reactions & prepare interaction with anyone “reading in” at the audition. Practice the dialogue with someone before you come to audition.
- ~ Learn the words of the audition piece – it allows you to act more freely.
- ~ SONG: Learn the Audition Song and be well rehearsed before the audition.
- ~ Good preparation increases confidence at the audition.
- ~ You have about 15 minutes in front of the audition panel
- ~ Prepare, Prepare, Prepare and then, do your best!
- ~ Relax and have fun – the people on the audition panel have stood where you're standing. We understand that it can seem scary. We are here to support and encourage you. Just try to relax and have as much fun as you can!

FIRST THINK
SECOND Believe
THIRD Dream
& FINALLY DARE

Full Synopsis

A group of nervous and excited Junior Imagineers arrive at the Walt Disney Imagineering Studios to begin their training ("A Dream Is a Wish Your Heart Makes"). Players 1 and 2, the mentors, welcome the group of trainees to the Studios ("Be Our Guest"), encouraging each student to think about their dreams ("When You Wish Upon a Star" / "A Dream Is a Wish - Reprise"). Player 3 admits that she does not yet have a dream, but she is told not to worry, as the training will help her discover one.

Players 6, 7, 12, and 13 share their dreams to set out on a big, life-changing adventure ("Part of Your World" / "How Far I'll Go") ("Just Around the Riverbend" / "Out There"). An impatient Player 5 feels it is impossible to wait for a dream to come true ("I Just Can't Wait to Be King").

Still concerned about how to select the perfect dream, Player 3 reveals the stress she feels ("Surface Pressure"). To make her feel better, Player 10 shares a strategy for navigating through big feelings and problems ("Let It Go"). The mentors remind the group that it is worth working hard to achieve a difficult goal, encouraging each trainee to believe in themselves. Players 8 and 9 share that friends can be an incredible support system when you find it hard to accomplish something alone ("Friend Like Me") ("You've Got a Friend in Me").

Emotional from the outpouring of love and friendship, Players 1 and 2 call a short break, and the Junior Imagineers disperse. Player 4 checks in with Player 3 to see how her journey to find a dream is going. Player 3 reveals she is still unsure, and Player 4 encourages her to keep going ("Dig a Little Deeper"). Joining them, Player 11 shares that he doesn't have one concrete dream because he is leaving his options open ("Try Everything").

The mentors return from the break to find all of their students working together to cheer on Player 3. With this inspiration from her fellow trainees, Player 3 realizes that she is strong enough and brave enough to achieve any goal she sets her mind to ("Go the Distance"). She finally understands that she doesn't need to commit to one singular dream.

After Player 3's revelation, Player 5 feels a sense of relief, knowing there's plenty of time to make life's big decisions ("When I Am Older"). Players 1 and 2 remind the group that their goals will grow and shift over time and there is no cause for worry ("Hakuna Matata" / "Bare Necessities"). Thrilled to be letting loose, Player 14 helps the others find inspiration in the silliest of places ("Nonsense Medley").

As the day of training comes to an end, Player 15 points out something that has been missing from their lessons, reminding everyone that dreams are often shared with others and can live on for generations ("Remember Me"). The Junior Imagineers reflect on the power of dreams to bring people together, no matter how different they may seem ("I've Got a Dream"). Players 1 and 2 announce that the group has completed their training and are now full-fledged Imagineers! Together, the newly minted Imagineers celebrate all they have learned and all they can share with the next generation ("Finale").

Dare to Dream JR. Characters

Character	Description
<u>The Imagineers</u>	
<ul style="list-style-type: none"> • Player 1 	A confident, organized, and friendly leader and mentor
<ul style="list-style-type: none"> • Player 2 	A lighthearted leader and mentor with a great sense of humor
<u>The Junior Imagineers</u>	
<ul style="list-style-type: none"> • Player 3 	A thoughtful and introspective Imagineer-in-Training
<ul style="list-style-type: none"> • Player 4 	A kind and reassuring friend
<ul style="list-style-type: none"> • Player 5 	A loud and confident student with little patience
<ul style="list-style-type: none"> • Player 6 	A big dreamer
<ul style="list-style-type: none"> • Player 7 	An adventurous spirit
<ul style="list-style-type: none"> • Player 8 	A humorous, lovable friend with endless energy
<ul style="list-style-type: none"> • Player 9 	A loyal, sweet friend who puts others' needs before their own
<ul style="list-style-type: none"> • Player 10 	A quiet but determined trainee who harnesses an inner strength
<ul style="list-style-type: none"> • Player 11 	An encouraging friend with an open mind
<ul style="list-style-type: none"> • Player 12 	An eager and curious student
<ul style="list-style-type: none"> • Player 13 	An eager and curious student
<ul style="list-style-type: none"> • Player 14 	A trainee who knows how to let loose and live in the moment
<ul style="list-style-type: none"> • Player 15 	An old soul, wiser than their years
<ul style="list-style-type: none"> • Ensemble 	More Imagineers-in-Training, each with their own hopes and dreams

Credits & Copyrights

Music adapted and arranged by Patrick Sulken

1. **Overture** – Music and Lyrics ("Remember Me") by Kristen Anderson-Lopez and Robert Lopez; Music ("Part of Your World") by Alan Menken, Lyrics by Howard Ashman
2. **A Dream Is a Wish Your Heart Makes** – Music and Lyrics by Mack David, Al Hoffman, and Jerry Livingston
3. **Be Our Guest** – Music by Alan Menken, Lyrics by Howard Ashman
4. **When You Wish Upon a Star / A Dream Is a Wish (Reprise)** – Music ("When You Wish Upon a Star") by Leigh Harline, Lyrics by Ned Washington; Music and Lyrics ("A Dream Is a Wish Your Heart Makes") by Mack David, Al Hoffman, and Jerry Livingston
5. **How Far I'll Go / Part of Your World** – Music and Lyrics ("How Far I'll Go") by Lin-Manuel Miranda; Music ("Part of Your World") by Alan Menken, Lyrics by Howard Ashman
6. **Just Around the Riverbend / Out There** – Music ("Just Around the Riverbend" / "Out There") by Alan Menken, Lyrics by Stephen Schwartz; Music and Lyrics ("How Far I'll Go") by Lin-Manuel Miranda; Music ("Part of Your World") by Alan Menken, Lyrics by Howard Ashman
7. **I Just Can't Wait to Be King** – Music by Elton John, Lyrics by Tim Rice
8. **Surface Pressure** – Music and Lyrics by Lin-Manuel Miranda
9. **Let It Go** – Music and Lyrics by Kristen Anderson-Lopez and Robert Lopez
10. **Friend Like Me** – Music by Alan Menken, Lyrics by Howard Ashman
11. **You've Got a Friend in Me** – Music and Lyrics by Randy Newman
12. **Dig a Little Deeper** – Music and Lyrics by Randy Newman
13. **Try Everything** – Music and Lyrics by Sia Furler, Tor Hermansen, Mikkel Eriksen
14. **Go the Distance** – Music by Alan Menken, Lyrics by David Zippel
15. **When I Am Older** – Music and Lyrics by Kristen Anderson-Lopez and Robert Lopez
16. **Hakuna Matata / Bare Necessities** – Music ("Hakuna Matata") by Elton John, Lyrics by Tim Rice; Music and Lyrics ("The Bare Necessities") by Terry Gilkyson
17. **Nonsense Medley** – Music and Lyrics ("Trashin' the Camp") by Phil Collins; Music ("Heigh-Ho") by Frank Churchill, Lyrics by Larry Morey; Music and Lyrics ("Bibbidi-Bobbidi-Boo") by Mack David, Al Hoffman, and Jerry Livingston; Music and Lyrics ("Higitus Figitus" / "Heffalumps and Wozzles" / "Supercalifragilisticexpialidocious") by Richard M. Sherman and Robert B. Sherman
18. **Remember Me** – Music and Lyrics by Kristen Anderson-Lopez and Robert Lopez
19. **I've Got a Dream** – Music ("I've Got a Dream" / "I See the Light") by Alan Menken, Lyrics by Glenn Slater; Music ("Part of Your World") by Alan Menken, Lyrics by Howard Ashman
20. **Finale** – Music ("When You Wish Upon a Star") by Leigh Harline, Lyrics by Ned Washington
21. **Bows (You Are the Magic)** – Music ("I've Got a Dream") by Alan Menken, Lyrics by Glenn Slater; Music and Lyrics ("You Are the Magic") by Philip Lawrence and Davy Nathan
22. **Exit Music** – Music and Lyrics ("Supercalifragilisticexpialidocious") by Richard M. Sherman and Robert B. Sherman

Dare To Dream JR. - Audition Roles

Roles:

- Player 1 -
- Player 2 -
- Player 3 -
- Player 4 -
- Player 5 -

If you are auditioning for a lead role, read through the character descriptions for Player 1 to Player 5 to choose which character you would like to read for. Find the audition script that matches your character (pages below) and start practicing!

If you are auditioning for the ensemble, you do not need to learn a script piece. Instead, the audition will involve acting and character activities that you will do with the panel.

**Audition script for: PLAYER 1 (2 pages)
PLAYER 2 (2 pages)**

from *Dare to Dream JR.*

PLAYER 1

Okay, everyone. Today your training to become a Disney Imagineer begins.

PLAYER 2

Imagineers are responsible for bringing to life things that people can only imagine. We create, design, and build.

PLAYER 1

We make magic and turn people's wildest dreams into a reality!

PLAYER 2

In order to become an Imagineer, you first need to harness the power of your own dreams.

PLAYER 1

Close your eyes for a moment and think of something you want. Something you dream about.

(The JUNIOR IMAGINEERS close their eyes and follow along. After a moment:)

Whether it is big or small, your dream matters. By believing in your own dream, you can help others believe in theirs.

PLAYER 2

Let's start here: what do you know about dreams?

CHARACTER Z

A dream is a goal.

CHARACTER Y

It's something you really want!

CHARACTER X

It's like a wish for the future.

CHARACTER Z

Everybody dreams of something.

CHARACTER X

It's kind of... your biggest aspiration?

PLAYER 2

Very good. What else?

CHARACTER Y

Some dreams you think about every day because they are so important to you.

CHARACTER X

(with concern)
Some dreams feel impossible to reach.

CHARACTER Z

(with confidence)
But some are super easy!

CHARACTER Y

(thinking, as if processing a new idea)
Some dreams you might not even know you have? And then they surprise you, out of nowhere.

PLAYER 1

No matter what you dream about, you have to believe in yourself to make a dream come true.

Audition script for: **PLAYER 3** (2 pages)
PLAYER 4 (second page only)
PLAYER 5 (first page only)

AUDITION SIDE B – PLAYER 3, PLAYER 5
from *Dare to Dream JR.*

PLAYER 3

So... your dream is to become a king?

PLAYER 5

Well, maybe I don't mean an ACTUAL king. I just mean that most people know exactly what they want, and they don't want to wait. My dream isn't for tomorrow—it's for right now!

PLAYER 3

Not everyone is like that...

PLAYER 5

Some people are!

PLAYER 3

Well, I'm not.

PLAYER 5

Why not?

PLAYER 3

'Cause it's not that simple. Having a dream is a BIG deal. How do you know it is the right dream to go after? How do you pick between all the possible goals and hopes and possibilities out there? And then once you decide what you want to go after, you can't just rush into it! There are so many steps to actually accomplish a goal. So many obstacles that stand in the way.

AUDITION SIDE D – PLAYER 3, PLAYER 4
from *Dare to Dream JR.*

PLAYER 4

How's it going? Are you feeling inspired?

PLAYER 3

Definitely. But...

(beat)

I knew when I signed up to become an Imagineer that I'd be making other people's dreams come true. I just didn't know I'd need to have my own dream figured out.

PLAYER 4

I'm sure they'll still let you become an Imagineer...

PLAYER 3

I hope so.

PLAYER 4

Maybe they'll make an exception, until you figure it out.

PLAYER 3

I do want to have a dream. You know that, right?

PLAYER 4

I know you do. I'll help you find it.