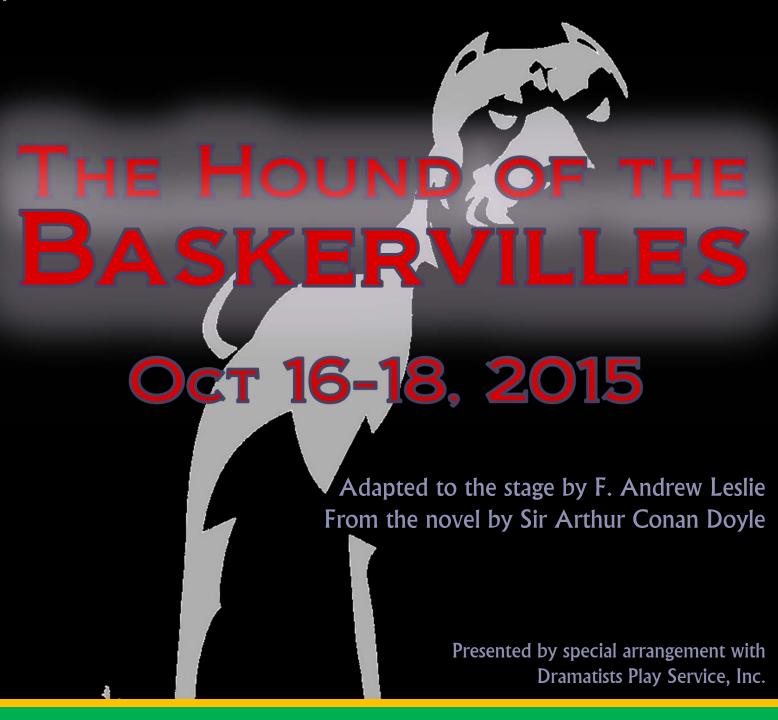


PRODUCTION GUIDE

Information and activities for ages 10 & up.

APPLAUSE! CARY YOUTH THEATRE presents



This play features actors ages 13-18.

Classic Holmes & Watson with a spooky, foreboding atmosphere and mild (mostly offstage) violence.

PLAY SUMMARY:

For generations, the Baskerville family has been threatened by the curse of a fiendish hound that terrorizes and kills any family member who comes to live at Baskerville Hall.

As the action begins, Sir Charles Baskerville has died under mysterious circumstances, and his nephew and heir, the young Sir Henry, has been threatened even before his **imminent** arrival at his ancestral home.

Dr. James Mortimer, a family friend, visits the famous Sherlock Holmes at 221B Baker Street in London to enlist his aid in the case. Holmes sends his trusted colleague, Dr. Watson, to accompany Sir Henry to Baskerville Hall and report anything out of the ordinary.

Events build steadily in menace and suspense as Watson and Sir Henry encounter strange neighbors, hear horrible shrieks and **baying** from the **moor**, and witness odd behaviors at Baskerville Hall. Hard pressed to protect his charge or understand the strange mishaps which threaten him, Dr. Watson is relieved when Holmes himself arrives in an attempt to trap the diabolical killer who stalks Sir Henry and unravel the mystery.

IT'S ELEMENTARY!

There is not much rational evidence for this case, other than the myth of the Hound, or other **occult** explanations. Sherlock Holmes uses his excellent reasoning abilities and sharp observation skills to approach problems from a scientific standpoint, looking for clues and seeking a rational explanation.



FIND VOCABULARY WORDS IN BOLD ON THE BACK OF THIS GUIDE.

Activity: Follow the Formula

Sir Arthur Conan Doyle described <u>The Hound of the Baskervilles</u> as a 'Victorian creeper'. It is a **tour de force** with multiple plots:

- the 'curse' story
- two subplots about strangers living on the moor
- the actual events occurring at Baskerville Hall
- a hidden subplot plot which Holmes discovers later

The main plot of <u>The Hound of the Baskervilles</u> follows a classic story line used in many works of fiction:

Someone new comes to stay in an isolated place associated with legends and mysteries.

This person's life and/or sanity is threatened by increasingly frightening events...

...until a perpetrator is identified or caught.

Can you think of other books, films, TV shows, legends, myths, or other stories that follow this story line? Why do you think this is such an interesting formula?

LITERARY LINK:



Sir Arthur Conan Doyle (1859–1930) was a Scottish writer and physician, most noted for his fictional stories about the detective Sherlock Holmes. Holmes was partially modeled after a former teacher of Doyle's who had a particular lecturing style of **deduction**, **inference**, and observation. Doyle's other works include fantasy and science fiction stories, plays, romances, poetry, non-fiction, and historical novels.

<u>The Hound of the Baskervilles</u> is the third of four crime novels about Sherlock Holmes, and Holmes' first appearance since his intended death in <u>The Final Problem</u>. The success of <u>The Hound of the Baskervilles</u> – and public outcry over Holmes' "death" – led Doyle to bring Holmes back for good, explaining in a later story that Holmes had faked his own death.

THE LEGEND...

Sir Arthur Conan Doyle was inspired to write <u>The Hound of the Baskervilles</u> after staying at a friend's home on the Devon moor, known as "Dartmoor". Doyle learned of a local legend involving a phantom pack of hounds who began prowling the moor after the death of a "monstrously evil man", supposedly their master from beyond the grave.

As for the moor, Doyle called it "a great place, very sad & wild, dotted with the dwellings of prehistoric man, strange monoliths and huts and graves." The atmosphere of a gloomy place uninhabited by man is pervasive in the story.

THE LEGACY...

<u>The Hound of the Baskervilles</u> was originally published in 1901-1902 in monthly installments in *The Strand* magazine. It is considered by many to be Doyle's best work and continues to be popular today; it has inspired over twenty film and television reinterpretations from all over the world.

Dartmoor is now a National Park and popular tourist destination. Still the largest open space in southern England, Dartmoor covers 368 square miles.



Activity: All About Observation

Grab some friends and test your inner Sherlock with the observation game "Quick Change".

- Choose one person to be the "Changer".
- Study the Changer's appearance for 3 seconds.
- The Changer should leave the room and change three things about his/her appearance.
 For example, pull a sock down, move watch to opposite wrist, unbutton a button, etc.
- When the Changer returns, try to figure out what three things changed.
- Continue for several rounds!

GLOSSARY:

Baying: Loud barking or howling, especially of a large dog.

Deduction: A process of reasoning in which a conclusion follows from the logic presented,

so that the conclusion cannot be false if the logic is true.

Imminent: About to happen.

Inference: The process of arriving at some conclusion that is probably true, based on the

logic presented.

Monolith: A large single upright block of stone, especially one shaped into or serving as

a pillar or monument.

Moor: A tract of open, uncultivated, often boggy land, characterized by rolling hills

and low-growing grasses and shrubs.

Occult: Supernatural, mystical, or magical beliefs, practices, or phenomena.

Tour de force: An impressive performance or achievement that has been accomplished or

managed with great skill; a masterpiece.

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WANT TO KNOW MORE?

Search "Hound of Baskervilles" at www.townofcary.org or call (919) 469-4069.

Tickets are on sale now! Call (919) 462-2055 for details.