SORRY, YOU’RE NOT A WINNER

BY

SAMUEL BAILEY

Monday 7th March @7 45 Drum

Good evening and welcome to the Drum for ***Sorry, you’re not a Winner*** by **Samuel Bailey.** This is a Paines Plough and Theatre Royal Plymouth production in association with the University of Plymouth, School of Society and Culture, under the direction of Jesse Jones.

I am Veryan and will be audio describing the show tonight. The show runs for one hour twelve minutes without an interval and contains strong language, mild strobe lighting, flashing lights, drinking and smoking, the cigarettes, however are herbal. I should also warn you that there will be some loud bangs.

This striking new play is by Samuel Bailey, whose debut play, *Shook* won him the 2019 Papatango Prize and Times Breakthrough Award in 2021. ***Sorry, you’re not a winner*** is a story about aspiration, social mobility and getting caught between class. It asks, if ‘making it’ means leaving everything you know and everyone you love behind – what’s the point?

This is a coming-of-age story about male friendship, leaving home and struggling to navigate in a class system that aims to institutionalize you. It’s about how to exist in a world where you feel like you need to change to fit in and in so doing, feel as if you don’t really fit in anywhere. The action centers around two working class kids from Worcester, Liam and Fletch. The boys grew up together; born on the same street; best mates since primary and were inseparable. The only difference was, that while Fletch was getting suspended from school, Liam was studying and is now off to Oxford. But with Liam away, who’s going to keep Fletch out of trouble?

**THE SET, CHARACTERS AND COSTUMES**

The set is simple yet extremely effective. The walls of the auditorium in the Drum are black as are the walls surrounding the stage. Set in the center of this black space, and filling most of it, is a slightly raised square platform with a gently backwards-tilting rear wall facing the audience. The wall and ground are divided visually into two sections by the use of different shades of pale grey. Set into the back wall are two doorways each door having three horizontal opaque glass panels. Due to the backwards slope of the wall, the doors give rise to 3ft X 2ft square ledges above each doorway, much like the flat roof found above dormer windows. Liam and Fletch leap up to these 7ft high ledges, where they perch, loll about or stand – when they jump down from a standing position, they land with very loud thuds.

Set into the wall between the two doors is a narrow shelf that is used for sitting, leverage to reach the overhead platforms or in some scenes, for depositing glasses, bottles or plates of food.

There will also be scenes when the two doors repeatedly open and bang shut without anyone actually going through them – these opening doors would suggest potential opportunities or choices being presented to Liam and Fletch.

The raised floor is edged with LED lights and on the front corners, closest to the audience are low triangular corner steps - these are used as sitting places.

The action takes place over several years and apart from the final scene all the action takes place outside, either in a car park, the lawns at Oxford University or outside a pub in Worcester.

When the show opens it is evening in the car park outside Bowl X bowling alley. Liam and Fletch arrive together. **Liam** is a good-looking young man in his late teens with his dark hair neatly cut and an open friendly face. He is of medium height and build and dressed in a black tracksuit with a baseball cap and black leather shoes. Later on when Liam is attending a ball at Oxford, he will be impeccably dressed in a black tailcoat, white waistcoat and tie and polished black shoes.

**Fletch,** also in his late teens, is slightly taller than his friend and more powerfully built. He has close-cropped auburn hair. His demeanour and bearing with his head thrust forward and awkward swagger denotes a certain belligerence. He’s quick to take offense and when in doubt, becomes confrontational, aggressive and all too ready to use his fists. He wears black tracksuit bottoms, a matching hoodie, and a heavy silver link bracelet along with a knuckle-duster ring. His trendy black trainers have bright orange stripes, whilst slung across his chest is a black canvas bag containing, amongst other things, several scratch cards. He arrives clutching a can of larger and a small bottle of vodka.

When the action moves to Oxford three years later, we meet **Georgia** –a fellow student and friend of Liam’s. She’s in her early twenties, petite, slim and pretty with a mass of dark curls that hallo, afro style around her head. She is dressed in a stunning green evening gown. The low cut bodice has tiny straps and shimmers with sequins whilst the floaty chiffon skirt sweeps the ground.

Four years on and the story moves back to Worcester, where we will encounter **Shannon.** She is in her mid twenties, tall with long dark hair parted in the middle. She is lovely with a warm personality. She wears black leggings and boots with a bright red Christmas reindeer jumper stretched over her not so flat tummy.

The final scene will take place one year later.

Other changes of costume will be described at the time.

**CAST** in order of appearance

**Liam Eddie-Joe Robinson**

**Fletch Kyle Rowe**

**Georgia Katia Quist**

**Shannon Alice Stokoe**

**Direction Jesse Jones**

**Design Lucy Sierra**

**Sound & Composition Asaf Zohar**

**Lighting Rajiv Pattani**