HENRY IV
PART 1
or Hotspur

VISUAL STORY
To help prepare you for your visit to Shakespeare’s Globe

Relaxed Performance
Tuesday 9 July 2019, 7.30pm
GETTING TO THE THEATRE

This is the Foyer. If you need somewhere quiet at any time you can come back out of the theatre into the Foyer.

Your ticket will tell you which gallery, bay and row you are in. Once you have found your row you will need to find the part of the bench reserved for you which will match the number on your ticket. If you have a Yard ticket, that means you are standing in the large open-air space. You are free to move around that space freely.
This is the stage. For different plays, designers add pieces of set to make it look different. This is where the actors will be performing.

These are stewards. You can recognise the stewards by their aprons. The stewards are there to help you. If you feel tired, or need to exit please ask a steward. They can also show you where the toilets are. Stewards are good people to go to if you feel worried about anything.
THE CHARACTERS OF THE PLAY

This is **Hal**.

This is **Hotspur**.
This is Falstaff.

This is Hostess Quickly.

This is Henry IV.

This is Poins.
This is Bardolph.

This is Lady Percy.

This is Earl of Worcester.
SHOW NOTES

These are notes of things that may happen during the show, or that you may want to think about for the play.

- The play is approximately 2 hours and 30 minutes long. The first half of the play is roughly one hour and fifteen minutes long. There is then an interval of fifteen minutes.

- The second part is about an hour long.

- A bell will ring in the foyer and on the piazza five minutes before the play starts. A second bell will ring two minutes before the play starts to let you know it is time to take your place in the theatre. After the interval, the same happens before the second half of the show.

- There is music and singing in the show. The actors are not electronically amplified.

- The show starts with singing, and drums are played.

- Some of the actors will walk through the yard to get to and from the stage.

- There is some stage fighting, none of it is real fighting but it is only pretend, so nobody gets hurt.

- At the end of the show the actors dance a jig.
Shakespeare’s Globe is an open air theatre, so it is best to wear suitable clothes.

Because it is an open air theatre sometimes (but not always) you will be able to hear things from the outside (which may be cars, helicopters, or aeroplanes, or maybe nothing at all).

Pigeons or other birds may, but not necessarily, enter the theatre.

You are welcome to come and go from the auditorium as you please.

If you need quiet, you may relax in the piazza or in the foyer.
SYNOPSIS.

King Henry IV receives news of a dramatic victory. Harry Percy, son of the Earl of Northumberland, has defeated a Scottish army. Harry Percy is often called Hotspur. Hotspur enjoys battle and politics. The King’s son, Hal, enjoys spending his time in pubs with his friends. King Henry has commanded Hotspur to surrender the Scottish prisoners. Hotspur Refuses. Henry summons the whole Percy family to his presence.

In Eastcheap, Prince Hal, Falstaff and Poins plan to rob some travellers at Gad’s Hill. Later, Hal and Poins secretly plot to rob Falstaff and his gang as a joke. Alone, Hal reveals that his carelessness is more well considered than it seems. When he reforms himself, he’ll seem even more impressive than if he’d been a good son and prince all along, which he vows will happen.

Hotspur’s uncle Worcester and the King confront one another. The King orders him to leave the court. Hotspur will release his prisoners if the King provides a ransom for Hotspur’s brother-in-law.

The King is convinced that Mortimer is a traitor and refuses. Northumberland and Worcester reveal that Mortimer was named heir to the throne by Richard II, the King before Henry. Worcester reveals that rebellion is brewing. They disperse to gather allies against King Henry, including the Douglas family in Scotland, the Archbishop of York, and Mortimer and Glendower in Wales.
At Gad’s Hill, Falstaff and his friends attack travellers and rob them. In disguise, Hal and Poins attack Falstaff and his companions and steal their ill-gotten gains while Falstaff and the other thieves run away.

In Northumberland, Hotspur discovers that their plans of rebellion are likely to be revealed to the King.

Back in Eastcheap, Poins and Hal tease Francis, who works in the tavern. Falstaff is angry at them for having apparently fled from the robber. He claims that he then lost the stolen money trying to fight off hundreds of thieves. Hal reveals that said thieves were none other than himself and Poins. News of the rebellion arrives at the tavern. Hal is summoned to court. He and Falstaff respond by play-acting as Hal and his father in turn. A sheriff interrupts them. He is looking for Falstaff, who was recognised during the robbery. Hal promises to repay the stolen money and to report to court in the morning.

Meeting in Wales, Hotspur, Mortimer and Glendower discuss dividing the country between them, but Hotspur and Glendower repeatedly clash. Eventually, all agree that Worcester, Hotspur, and Douglas will fight the King’s army at Shrewsbury, where Glendower will join them later. Hotspur bids farewell to Lady Percy and Mortimer to his own wife, Glendower’s daughter, who sees them off with a song.

In Westminster, the King argues with Hal about his lost reputation. Hal swears that he will use the conflict with Hotspur to redeem himself.
News arrives at the rebels’ camp in Shrewsbury that Northumberland is sick and that Glendower has been delayed.

Falstaff has recruited a ragged regiment of beggars and prisoners. He encounters Hal and Westmorland, who are troubled at the sight of his troops. They hurry to join the King at Shrewsbury. Blunt is sent to the rebels’ camp to offer peace. Worcester and Vernon visit the King’s camp to discuss terms and rehearse their grievances. Hal offers to face Hotspur in single combat and the King offers pardon if the rebels will stand down. Worcester fears that the King’s offer of mercy will not extend to him, and persuades Vernon that they must conceal it from Hotspur. The battle begins.

Blunt, disguised as the King, fights with Douglas and is killed. The King and Douglas fight, but Hal beats Douglas off. Falstaff fights with Douglas. Hal and Hotspur fight, and Hal is victorious. Falstaff decides to claim credit for Hotspur’s death.

The rebels are defeated. Worcester and Vernon are taken away for execution and Douglas is released. As the play ends, John of Lancaster and the Earl of Westmorland turn towards York to engage Northumberland and the Archbishop. The King and Hal go towards Wales to engage Mortimer and Glendower.
SONIC STORY

ACT 1
- Matinee 14:00
- Evening 19:30
- SINGING & GENTLE MUSIC
- CRIES OF “FRANCIS” ON STAGE
- SINGING & GENTLE MUSIC
- LAUGHTER
- SHOUTING ON STAGE
- LAUGHTER
- APPLAUSE

SONIC SUMMARY:
Speaking & shouting
Laughter
Gentle Music

ACT 2
- 15:30
- 21:00
- LOUD, FRANTIC MUSIC:
  DRUMS, HORNS & CYMBALS
  CRASH ON AND OFF
  SHOUTING & SCREAMS
- SINGING & GENTLE MUSIC
- Shouting on stage
- Trumpet sounds
- Approx. 8 minutes
- Music, dancing & applause

SONIC SUMMARY:
Speaking & shouting
Laughter
Drums & Horns

15:15
20:45
16:30
22:00 approx.