

Entertainment

"Waiting for Godot" builds showcase drama

CHRISANN KIM

Even before "The Sound of Music" wrapped, the theatre department began preparation for the winter play, "Waiting for Godot." A particularly excellent tragicomedy, I predict this play will be a big hit when it runs in December.

A classic tale of modern theatre, "Waiting for Godot" is a drama that roused audiences to demonstrations of enthusiasm and anger (Dramatists Play Service Inc.). Two loners try to spend their days with the least amount of pain and stress as possible. They treat each other like childhood friends. The title includes the name of Godot, a character in the play whose identity is debatable.

"It's a play 'where nothing happens. Twice.' (Vivian Mercer. Irish Times, 18 February 1956, p. 6). It's a huge classic of modern literature. All theatre people should know it," Colin Murray, director,

said. "It's famous for being undecipherable."

The cast meets for rehearsal from 3:45 p.m. to 6 p.m. after school on Tuesdays and Thursdays and from 1 p.m. to 5 p.m. on Saturdays. Murray meets mostly with the main characters since they have the most dialogue and are on stage throughout the play.

With about 106 pages of dialogue, Avery Breyne-Cartwright, senior, is one of the leads as Estragon, one of the two vagrants. Peter Bonoff, junior, plays the other lead as Vladimir. AJ Benya as Pozzo, Dayne Scanlon as Lucky, and Emily Axelrod as the Boy.

"It's a little difficult, but memorizing has never been too hard for me so it's alright," Breyne-Cartwright said. She read the play written by Samuel Beckett during her sophomore year, but never thought she'd actually be in the play.

Breyne-Cartwright has

been in many plays such as "Dancing at Lughnasa," "Seuss on Stage," and "Imaginary Invalid." Bonoff played in "Picasso at the Lapin Agile" and "Shorts 10."

Murray, a professional director and actor, said that despite illness, the cast is devoted to memorizing lines and blocking the play, and that they are on track for their winter debut.

"Colin is a great director, he gives you the direction and guidance you need but at the same time he makes you really work and think for yourself—you really have to push yourself as an actor and as a person," Breyne-Cartwright said. "We're still just kids and he doesn't forget that."

Murray and his wife, Jessica, Theatre Arts Program Director, specifically chose this play because they think the audience should be exposed to this kind of theatre, one with a story line that's absurd.

"I like to tackle things I don't understand," Murray said. "I think it's a good challenge."

Breyne-Cartwright agreed, "One moment it's hilarious and the next it is completely devastating; it is a philosophical look at humanity in the most unique of ways."

"Waiting for Godot" premieres on Dec. 4, and runs Dec. 5, 9, 10, 11 and 12. This play is perfect for the early winter holidays. I cannot wait to watch this well-directed and outstanding performance by the high school cast.

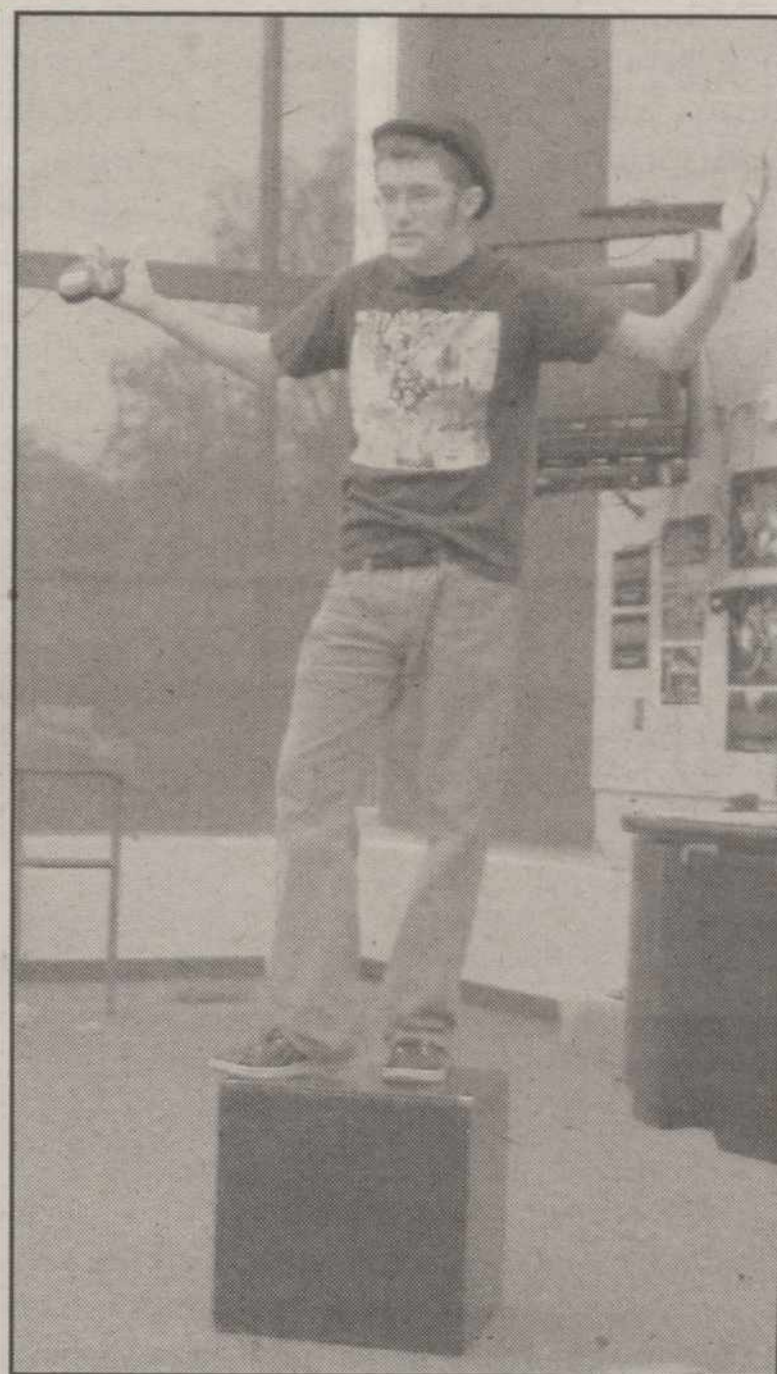


Photo by Libby Kara

AJ Benya blocks a scene in the play "Waiting for Godot" during rehearsal. The play, a classic tragicomedy of modern theatre, premieres on Dec. 4 and runs through Dec. 12.

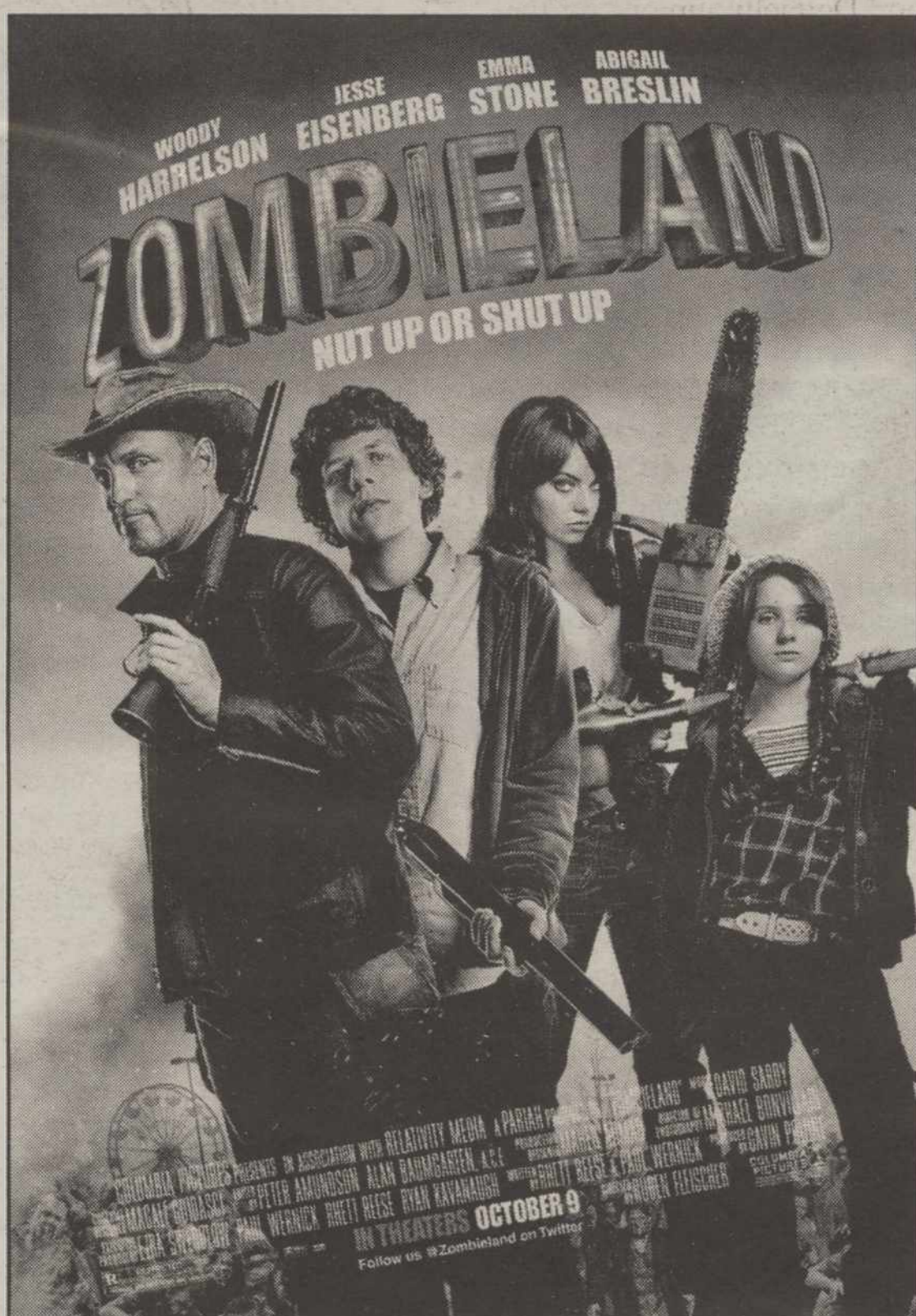
Basic tips for surviving the zombie apocalypse

MICHAEL MCNINCH

The Zombie Apocalypse will be here before you know it. The exact time at which it will happen is unknown, but it will happen. To maximize your survival time in the post-apocalyptic zombie filled world take these steps to protect yourself.

First, you should know how to combat the zombie menace. The easiest way to kill a zombie is to destroy its brain. Decapitation is also effective but without the destruction of the brain, the head will still be alive, and still capable of transferring the zombie virus. When combating the zombies, remember that guns will not sustain you indefinitely, unless you somehow come into possession of an ammo factory. Keeping a melee weapon for backup when you run out of ammo is recommended.

The most useful close combat weapon during the zombie apocalypse is the crowbar. Not only is it usable as a weapon, but it also has many other uses. If something needs to be pried open, a crowbar can do that. If you need something smashed open, it can do that, given enough time. Lighter crowbars are better, if only for easier use. If you are somehow incapable of finding a crowbar, hammers



The movie *Zombieland*, which is a fairly accurate portrayal of what you can expect to see during the Zombie apocalypse, uses humor to lessen the horrors of zombies. Historically, people's fear of zombies usually outweighs the humor levels output by zombies.

have a usefulness level that is only slightly less than that of a crowbar. However, melee combat with zombies should only be initiated as a last resort, because of the way in which

the zombification virus is received.

The virus is transferred through bites received from zombies. Because of that, any armor that is strong enough to resist being bit

through by a human jaw is recommended. Chain mail is excellent. If you cannot find any chain mail, the next best thing is very thick leather.

When you are properly armed and armored, you should gather a group of useful, non-zombified people and head for your nearest supermarket or other large food-selling store. Don't go to a mall, there are too many entrances to be watched effectively. Once you arrive in the store, barricade all the entrances so that nothing can get through, and make sure that you have roof access. Try to store as much tap water as possible. Public utilities won't last forever when the zombies show up. Additionally, eat all the foods that would go bad if not refrigerated first. Save the stuff that lasts until you are completely out of perishable foods that haven't yet gone bad. Your food supplies won't last forever, and you will somehow need to be self-sustaining, so try to grow a rooftop garden.

If you can easily access a large store with a garden center that also contains all the previously mentioned qualities, then head there. Not only could you survive off of the food, but then you also have the ability to grow vegetables, fruits and other useful plants.

Once you have your group of survivors and your zombie shelter, you have to wait. Hopefully, the local government has remained organized and will be able to rescue you. If the government survives this long, it is likely that they are better prepared for survival than you. Joining them to combat the zombie menace is the best choice for your survival at this point.

However, if the local government did not survive long enough to rescue you and your surviving group, you will have to wait even longer. Because of the nature of the theoretical viruses that could cause zombification, a zombie's body will slowly decay. If you can wait long enough, the zombie threat will neutralize itself.

If you can survive long enough to make it to the point at which there are no longer any zombies upon the planet, you should be fine. Living in the wreckage of civilization is much easier than surviving the zombie menace. Without the need to fight off constant undead attacks, expansion and searching for any other surviving groups is recommended. When the world has reached this point society can begin anew, and further prepare itself for the day when a new threat emerges.