

# CheshireCat

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## 1. Down the Rabbit Hole

### *Rabbit Holedance*

### *Diagonaldance*

Do cats eat bats? Do cats eat bats? Do bats eat cats?

### *Wallwalkdance*

Please, Ma'am, is this New Zealand? Or Australia?

## 2. Mousetailsong

*Fury said to a mouse  
That he met in the house  
"Let us both go to law:  
I will prosecute you.*

*Come, I'll take no denial:  
We must have the trial,  
For really this morning I've nothing to do."*

*Said the mouse to the cur,  
"Such a trial, dear Sir,  
With no jury or judge,  
Would be wasting our breath."*

*"I'll be judge, I'll be jury,"  
said cunning old Fury:  
"I'll try the whole cause and condemn you to death."*

That was a narrow escape!, said Alice

### **3. Not even Room for this**

She had to kneel down on the floor:

in another minute there was not even room for this.

### ***Vacuumdance***

### **4. Little Bill**

Next came an angry voice - the Rabbit's  
Sure, it's an arm, yer honour!

pattering of feet on the stairs/a little shriek and a fall, and a crash of glass/sounds of more broken glass/whispers now and then/two little shrieks, and more sounds of broken glass/  
a rumbling of little cart-wheels/and the sound of *a good many voices* all talking together:

Where's the other ladder? --

Why, I hadn't to bring but one. Bill's got the other --

Bill! Fetch it here, lad!

Here, put 'em up at this corner.

No, tie 'em together first.

They don't reach half high enough yet.

Oh! they'll do well enough. Don't be particular.

Here, Bill! Catch hold of this rope.

Will the roof bear?

Mind that loose slate!

Oh, it's coming down!

Heads below!

Now, who did that?

It was Bill, I fancy.

Who's to go down the chimney?

Nay, *I* shan't!

*You* do it!

*That* I won't!

Bill's to go down -

Here, Bill! The masters says you've got to go down the chimney!

*General chorus of:* 'There goes Bill!'

### ***Bill's turn on video***

### ***Burdance***

## 5. Advice from a Caterpillar

*caterpillardance hinter Spiegel*

*indiandance*

C: Who are you?

C: You!

C: What do you mean by that?

C: Who are you?

C: I don't see.

C: Not a bit.

C: It's wrong from the beginning to the end.

C: You!

C: Who are you?

Which brought them back again to the beginning of the conversation.

You see, the earth takes twenty-four hours to turn round on its axis---  
Talking of axes, chop off her head!

## 6. Pig and Pepper

Would you tell me, please, which way I ought to go from here?

If it had grown up it would have made a dreadfully ugly child,  
but it makes a rather handsome pig, I think.

### *Pigdance*

### *Slapdance*

*'Speak roughly to your little boy,  
And beat him when he sneezes:  
He only does it to annoy,  
Because he knows it teases.'*

Chorus: *(in which the cook and the baby joined)*  
*'Wow! wow! wow!'*

*'I speak severly to my boy,  
I beat him when he sneezes;  
For he can thoroughly enjoy  
The pepper when he pleases!'*

Chorus  
*'Wow! wow! wow!'*

*'Speak roughly to your little boy,  
And beat him when he sneezes:  
He only does it to annoy,  
Because he knows it teases.'*

Chorus: *(in which the cook and the baby joined)*  
*'Wow! wow! wow!'*

*'I speak severly to my boy,  
I beat him when he sneezes;  
For he can thoroughly enjoy  
The pepper when he pleases!'*

Chorus  
*'Wow! wow! wow!'*

Never heard of uglifying?  
By-the-bye, what became of the baby?  
It turned into a pig.  
That' s obvious.

## 7. **CheshireCat 1**

The Cat only grinned.

Well! I've often seen a cat without a grin, but a grin without a cat!

.

## 8. Tweedeldee and Tweedeldum

Dum: If you think we're wax-works, you ought to pay, you know.  
Wax-works weren't made to be looked at for nothing. Nohow!

Dee: Contrariwise. If you think we're alive, you ought to speak.

Dum: I know what you're thinking about, but it isn't so, nohow.

Dee: Contrariwise, if it was so, it might be; and if it were so, it would be;  
but as it isn't, it ain't. That's logic.

Alice: First Boy!

Dum: Nohow!

Alice: Next Boy!

Dee: Contrariwise!

Dum: You've begun wrong! The first thing in a visit is to say, 'How d'ye do?' and  
shake hands!

Alice: It would never do to say "How d'ye do?" now, we seem to have got beyond that,  
somehow! I hope you're not much tired?

Dum: Nohow. And thank you *very* much for asking.

Dee: So *much* obliged! You like poetry?

Alice: Ye-es, pretty well -- *some* poetry. Are there any lions or tigers about here?

Dee: It's only the King snoring.

Dum: Only to-day I happen to have a headache.

Dee: And I've got a toothache! I'm far worse than you!

Alice: Then you'd better not fight to-day.

Dum: We must have a bit of a fight, but I don't care about going on long.  
Let's fight till six, and then have dinner.

***Fightdance 1 (mirrordance)***

***Fightdance 2 (stagedance)***

***Fightdance 3 (mirrordance)***

## 9. CheshireCat 2

The cat only grinned.

Alice waited till the eyes appeared.

There is no use speaking to it till its ears have come, or at least one of them.

In another minute the whole head appeared.

The cat seemed to think that there was enough of it now in sight,  
and no more of it appeared.

Either you or your head must be off, and that in about half no time!

How do you like the Queen, said the cat in a low voice.

Not at all, said Alice.



## 10. Mad Tea-Party

He's murdering the time!

What a funny watch! It tells the day of the month and it doesn't tell what o'clock it is.

Why should it? Does your watch tell you what year it is?

*"Twinkle, twinkle, little bat!*

*How I wonder what you're at!"*

*"Up above the world you fly,*

*Like a tea-tray in the sky.*

*Twinkle, twinkle, little bat!*

*How I wonder what you're at!"*

*"Twinkle, twinkle, little bat!*

*How I wonder what you're at!"*

*"Up above the world you fly,*

*Like a tea-tray in the sky.*

*Twinkle, twinkle, little bat!*

*How I wonder what you're at!"*

Exactly so.

### ***Tassenummer 1***

I want a clean cup, interrupted the Hatter.

### ***Tassenummer 2 (mit Linda & twinkle)***

Let's all move one place on.

## 11. Queen's Croquet- Ground

### *Get Get Get to your places - Hip Hop*

Only this one sentence.

Get to your places! shouted the Queen in a voice of thunder, and the people began running about in all directions, tumbling up against each other; however, they got settled down in a minute or two, and the game began.

### *Get Get Get to your places - Hip Hop*

Get to your places!

Get to your places! Alice thought she had never seen such a curious croquet-ground in all her life; it was all ridges and furrows; the croquet-balls were live hedgehogs, and the mallets live flamingoes, and the soldiers had to double themselves up and to stand upon their hands and feet, to make the arches.

### *Get Get Get to your places - Hip Hop*

Get to your places!

Get to your places! The chief difficulty Alice found at first was in managing her flamingo: she succeeded in getting its body tucked away, comfortably enough, under her arm, with its legs hanging down, but generally, just as she had got its neck nicely straightened out, and was going to give the hedgehog a blow with its head, it would twist itself round and look up in her face, with such a puzzled expression that she could not help bursting out laughing: and when she had got its head down, and was going to begin again, it was very provoking to find that the hedgehog had unrolled itself, and was in the act of crawling away: besides all this, there was generally a ridge or a furrow in the way wherever she wanted to send the hedgehog to, and, as the doubled-up soldiers were always getting up and walking off to other parts of the ground, Alice soon came to the conclusion that it was a very difficult game indeed.

It's enough to drive one crazy!

Suppose we change the subject!

## 12. Lobster-Quadrille

### *Menuett*

Mock-Turtle: The Lobster-Quadrille

Gryphon: You first form into a line along the seashore-

Mock-Turtle: Two lines!! You advance twice -

Gryphon: - Each with a lobster as a partner!

Mock Turtle: Of course! Advance twice, set to partners -

Gryphon: Change lobsters, and retire in same order -

Mock Turtle: Then, you know, you throw the -

Gryphon: The lobsters!

Mock Turtle: - as far out to sea as you can -

Gryphon: swim after them

Mock Turtle: turn a somersault in the sea

Gryphon: Change Lobsters again

Mock Turtle: Back to land again, and - that's the first figure.

You like to see a little of it? We can do it without lobsters, you know.

### *Metronomdance*

## 13. Three arguments

### *Headsdance*

Thank you, it's a very interesting dance to watch.

*La la la la* .....

The executioner's argument was,  
that you couldn't cut off a head unless there was a body to cut it off from.

The King's argument was,  
that anything that had a head could be beheaded, and that you weren't to talk nonsense.

The Queen's argument was,  
that if something wasn't done about it in less than no time, she'd have everybody executed,  
all around.

It was this last remark that had made the whole party look so grave and anxious.