

PLAY PROPOSAL

“HENRY IV PART I”

GENERAL INFORMATION

I. King Henry IV of England precariously clings to his throne, faced with rebellion on all sides and a war in Wales that is going poorly. Meanwhile, his son, Prince Hal, is busy getting drunk and playing the highwayman with his pals Falstaff and Poins, much to King Henry’s disgust. King Henry even goes so far to say that instead of a wastrel like Hal, he’d rather be able to claim the son of the Duke of Northumberland, Harry Hotspur, as his own. But Hotspur soon joins the rebels, and suddenly, Prince Hal must grow up and save his father’s kingdom, as part of a transformation of character that results in him becoming the larger-than-life figure of King Henry V. One of Shakespeare’s masterpieces, which relies on characters such as comical, yet complex and incisive character of Sir John Falstaff, the dyspeptic King Henry IV, the “man of action” Harry Hotspur, the frivolous Prince Hal, the oily Dukes of Northumberland and Worcester, and the mystical and much-mythologized Welsh hero Owen Glendower.

II. Proposal submitted by

- Mark Kozlowski
 - Graduate student
 - mkozlows@caltech.edu
 - 245 S. Holliston Ave. Unit 101
Pasadena, CA 91106

- **Rank: 3 of 3 submitted.**

III. Project description

- King Henry IV part I, by William Shakespeare
- History, with both comic and dramatic elements.
- 20 roles, a lot of them probably could be eliminated or doubled. 6 male, 3 female, 11 flippable male-to-female though this is a generous estimate.
- General themes: the relationship between fathers and sons, loyalty, responsibility vs. having a good time, leadership, the price of honor/honor vs. pragmatism, PTSD, it’s a very rich play.

IV. Director (not required)

- Mark Kozlowski (Same as proposer)

DETAILED INFORMATION

I. Reasons for the proposed show

- Lots of characters, several of them quite weighty.
- Features some of Shakespeare’s best characters (especially Falstaff and Prince Hal) and very poetic language.
- Public domain.

II. Technical Aspects

- Shakespeare, so bare stage filling in for a lot of different places across a time-span of something like a year.
- Would require some creativity and technical expertise to re-create battle scene at the end.
- Costumes: set in early 15th century, would probably have to be modernized on account of significant gender flipping.
- Props: not especially props-heavy.
- Lighting: Nothing special. Can be pretty “flat” throughout.