

## THE HUNTING OF THE SNARK (THE SNARK)

### *Condensed Characters*

<b>Crewmembers</b>	<b>Animations</b>
Bellman	The Snark
Banker	The JubJub
Beaver	The Bandersnatch
Baker	The Caverns and Crag
Barrister	The Map
Butcher	The Ship
Boots	The Boxes and Things
Bonnet maker	The Props (?)
Billiard Maker	
Broker	

### **PLOT DESCRIPTION**

**(For a super condensed version just read the parts in Yellow)**

#### ***Fit the First - The Landing***

The Bellman or the Captain lands his ship in a place of caverns and crags and brings each man onshore using a finger entwined in their hair.

The crew of aristocratic bureaucrats, craftsmen and sailors arrives searching for a Snark.

In a flashback scene we learn that the Baker neatly wrote his name on 42 boxes of things and then left everything on the beach when he boarded the ship (including an umbrella, a watch, jewels and rings). He is now wearing seven coats and three pairs of boots.

On the boat, the Baker can't remember his name, so the rest of the crew calls him whatever they want to: "fry me" or "fritter my wig" or "what-you-may-call-him" or "what-was-his-name" or "thingum-ma-jig." The ones who like him call him "candle ends" and the ones who don't call him "toasted cheese." The Bellman hired the Baker because, even though he is small and stupid, he is courageous. After all, he can joke with hyenas or walk hand in hand with a bear.

One crewmember is a stupid Butcher who can only think "Snark" and can only kill Beavers. There is a Beaver on the ship, but the Bellman owns it and does not want it killed. This Beaver pleads with the Bellman to put the Butcher on another ship, but the Bellman says that's not in his plan. The Baker says the Beaver should get a second hand coat to protect itself. The Banker says the Beaver should insure its life with policies that he can offer for sale. But in the end the Beaver and the Butcher just keep eyeing each other suspiciously.

### ***Fit the Second - The Bellman's Speech***

The Fit begins in the middle of the voyage on the boat. The crewmembers praise the Bellman who shows them the map he brought to guide their journey. The map has no land or lines on it, so the crewmembers feel good because they can understand it.

But the Bellman has no idea how to navigate. He just tingles his bell and asks the helmsman to steer in opposite directions. The front of the boat gets tangled into the back of the boat and the Bellman says it happens all the time when a vessel is "snarked." Whenever the Bellman wants the boat to go in one direction, it goes in the opposite direction.

Finally the crew lands with boxes and suitcases in the land of chasms and crags. When they see the landscape their spirits drop so the Bellman sits them down, gives them grog, and makes a speech. Even though they have been sailing for many months they have never seen a Snark so the Bellman tells them how to recognize one.

- 1) It tastes like crispy, hollow, will of the wisp
- 2) It gets up late
- 3) It doesn't laugh at jokes
- 4) It likes bathing machines
- 5) It is ambitious
- 6) Some are Boojums

The Baker suddenly faints!

### ***Fit the Third - The Baker's Tale***

The crewmembers wake up the Baker.

The Baker tells a long story and the Bellman tries to hurry him up.

An uncle advised the Baker to hunt Snarks because they taste good with greens and are good for striking a light. The uncle also told The Baker to hunt the Snark with thimbles and smiles and soap and a railway share.

But if the Baker meets a Snark who is a Boojum, he will softly vanish away.

The terrified Baker has nightmares about fighting the Snark and serving it greens while trying to strike a match on it.

He is sure that if he meets with a Boojum he will vanish.

### ***Fit the Fourth - The Hunting***

The Bellman, annoyed that it has taken so long for the Baker to speak up, abandons his speech

He tells everyone to unpack his or her things and get ready to fight (battle).

Each man prepares:

The Banker writes checks and makes change  
The Baker shakes off his coats and combs his hair  
The Boots and the Broker sharpen spades  
The Beaver makes lace and galumphs about  
The Barrister recites law cases about making laces  
The Bonnet maker arranges bows  
The Butcher puts on kid gloves and ruffs

The Butcher is afraid of meeting a JubJub and the Bellman tells him to "be a man."

### ***Fit the Fifth - The Beaver's Lesson***

The crewmembers hunt the Snark with thimbles and smiles and soap and a railway share.

The Butcher decides to go hunting on his own in a desolate valley.

The Beaver decides to do the same thing.

They end up in the same valley

The valley gets narrower and darker and colder and forces the two characters to walk shoulder by shoulder.

They hear the scream of a Jub Jub bird and scare one another. The Butcher tells the Beaver to count the screams. The beaver tries to, but loses count. The Butcher tells the Beaver to get papers, portfolio and pens while strange creepy creatures come out to watch.

The Butcher, with a pen in each hand, shows the Beaver how to keep count with complex mathematical formulas. He next proceeds to give the Beaver a lesson in Natural History. He describes how hard it is to temper a Jub Jub bird. Jubjubs dress ahead of fashion, they don't take bribes and they collect funds at charity meetings. They taste exquisite when you cook them (if kept in a mahogany keg or an ivory jar). You boil them in sawdust, salt them with glue and try to keep them symmetrical by using locusts and tape.

The Butcher, ending the lesson, gratefully accepts the Beaver as his friend.

The Beaver learns more than books could ever have taught it.

The Butcher and the Beaver return to the Bellman as friends for life.

### ***Fit the Sixth - The Barrister's Dream***

The crewmembers hunt the Snark with thimbles and smiles and soap and a railway share.

The Barrister gets tired of telling the Beaver to stop making lace.

The Barrister falls asleep and dreams about the Snark. He is in Court and the Snark is defending a pig that has deserted its sty.

The witnesses prove that the pig did desert.

The Judge keeps trying to explain the law but the Snark talks for three hours.

The Jury tries to speak but everyone talks at the same time and no one knows what anyone is saying.

The Snark says, "fudge" to it all and maintains that the pig had an alibi. It asks the Judge to sum up the case. The Judge doesn't know how, so the Snark does the summary. Then it calls for the verdict. The Jury won't give one so the Snark gives the verdict.

The Pig is Guilty.

The Judge is too nervous so the Snark gives the sentence of Transportation for Life followed by a fine of 40 pounds.

The Jury cheers but their glee ends when the Jailor tells them that the pig has been dead for several years.

The Judge leaves the court, the Snark is aghast, and the defense lawyer keeps on talking and talking and talking.

The Barrister wakes up when the Bellman rings his bell.

### ***Fit the Seventh - The Banker's Fate***

The crewmembers hunt the Snark with thimbles and smiles and soap and a railway share.

The Banker courageously rushes ahead to find the Snark and a Bandersnatch grabs at the Banker.

The Banker tries to bribe the beast while the others watch.

The Banker skips and hops as the Bandersnatch tries to eat him.

The Banker faints and the Bandersnatch runs away as the rest of the crewmembers arrive.

The Bellman wakes the Banker up by ringing his Bell.

The frightened Banker turns black in the face and his waistcoat turns white.

The Banker rises up evening dress making faces while trying to speak. All he can do is rattle bones.

The Bellman and the crew desert him.

### ***Fit the Eighth - The Vanishing***

The crewmembers hunt the Snark with thimbles and smiles and soap and a railway share.

The crew thinks that they will never find a Snark because it's getting dark.

The Bellman spots the Baker waving his hands and shouting from the top of a crag.

The Bellman is sure that the Baker has found a Snark.

The crew cheers excitedly because the Baker is their hero.

The erect, sublime Baker suddenly plunges into the chasm. Before he falls he says, "It's a Snark!"

As he falls he says, "It's a Boo..." and then silence.

The crewmen think they hear a sigh and then "jum," but I could have just been the breeze.

The crew searches but finds nothing left of the Baker, not a button or a feather or a mark.

The Baker vanished in the midst of his glee.

Because the Snark was a Boojum.

### ***Expanded Characters***

**Bellman** - The Captain of the ship who carries a bell and knows about Snarks. S/He likes to be the center of attention and carries a navigation map with no land on it. S/He tells bad jokes and long stories. S/He is graceful and solemn and doesn't know much about sailing.

**Banker** - He carries everyone's cash. He trades in notes and insurance and is afraid of the Bandersnatch. He has whiskers and a coat

**Beaver** -She makes lace and travels with the Bellman. She cries a lot but likes stories, carries papers and pens and had an innocent childhood. She first fears and then befriends the Butcher

**Baker** - S/He wears a lot of coats and is prone to fainting. S/He is very forgetful and doesn't ever answer to his name. Yet s/he is very courageous and can talk with hyenas and bears.. He can only bake bride cake. Stupid and stout and galumphs about.

**Barrister** - He arranges disputes and has a terrible time coping when he isn't winning at court.

**Butcher** - He only thinks about the Snark and he can only kill Beavers. He wears yellow kid gloves and a ruff and writes with a pen in each hand. He can do math and he knows how to cook a jub jub.

**Boots** - A cobbler

**Bonnet maker** - A hatmaker. He arranges bows

**Billiard Maker** - a skillful gambler. He chalks his nose.

**Broker** - He arranges deals and seems to be in cahoots with the Banker.

**The Snark** - He is a fantastical creature who appears as multiple courtroom characters in the Banker's nightmare, but is otherwise never seen.

**JubJub** - A fantastical bird whose scary cry sounds like a pencil on slate

**Bandersnatch** - a fantastical beast with jaws that make a snapping sound. His neck extends when he chases the Banker