Production Staff

Stage Manager: Aisha Addison*
Technical Director: Biff Edge
Costume Studio Supervisor: Amy Turner Thomson
Scene Shop Supervisor: Leah Smith
Light Board Operator: Shakira Wiggins
Sound Board Operator: Destiny Tyrone
Fly Operator: Megan Edwards
Dressers: Fantazja Johnson
Stagehand: Kassidy Jewell, Caylen Michels
Scene Studio Assistants: Aisha Addison*, Brandy Brogden*, Brian Drescher*, Madia Medico*, Stephanie Schley*
Scenic Const./Lighting Crew: Mariah Barrie, Brandy Brogden*, Karlie Brown, Dylan Carpenter*, Alexa Cibbarelli, Jobina Cummings, Hannah Potter, Stephanie Schley*
Costume Studio Assistants: Jasmine Gunter*, Lauren Landers*, Zachary Morrison, La’Raine Turlington
Costume Construction Crew: Zachary Morrison, Maggie Shaw
Box Office Staff: Sarah Bruce*, Dylan Carpenter*, Jasmine Gunter*, Zeke Jones*, Dani Lilley*, Madia Medico*, Michelle Perri*, Garrett Whiffen*

House Manager: Sarah Provencal
Graphic Designer: Anthony Dean

*Denotes membership in Alpha Psi Omega, the National Honorary Theatre Society
**Slaughter City**
By Naomi Wallace

**CAST**

Roach  Erica Truesdale*
Maggot  Riley Ketcham
Brandon  Trey King
Cod  Taylor Mackie
Tuck  Kevin Aoussou*
Textile Worker  Sydney Taie
Sausage Man  William Keen
Baquin  Garret Whiffen*

There will be a 10 minute intermission.

**Time:**  Then and Now
**Place:**  Slaughter City, USA

*Slaughter City* had its first performance on January 17, 1996 at the Royal Shakespeare Company. In March 1996, *Slaughter City* was produced by American Repertory Theatre, Cambridge, MA

*Slaughter City* is produced through special arrangement with Broadway Play Publishing Inc. The script to this play may be purchased from BPP I at BroadwayPlayPubl.com

The video and/or audio recording of this performance by any means whatsoever are strictly prohibited.

In compliance with Winthrop University policy, we ask smokers to use the designated area across the driveway from the front of Johnson Hall.

**Artistic Staff**

Director  Laura Dougherty
Scenic Designer  Biff Edge
Lighting Designer  Daniel Gordon
Assistant Lighting Designer  Titus Quinn#
Sound Designer  Brian Drescher#*
Composer/Sound Design Advisor  Leah Smith
Costume Designer  Amy Turner Thomson
Assistant Costume Designer  Zachary Morrison#
Choreographer  Kelly Ozust

#Denotes student designers

From Director Dr. Laura Dougherty:

Playwright Naomi Wallace draws connections to the history of the worker’s rights movement in the United States to situate us in the pervasive landscape of inequality and economic disparity through which we live now. Slaughter City, USA is a place peopled with bodies who labor through and despite grim and grisly working and social conditions, and spark change in the face of these limitations. Through the play I see how we ignite imagination for the fires of change; how that spark, burning in one body, catches fire when people unite. Welcome to Slaughter City!

We are watching this play, in this place, just miles away from North Carolina where House Bill Two (HB2) limits legal protection of bodies. The law prohibits local governments from affecting (and protecting) employment conditions in private companies as it also disallows protections for LGBTQ folks, and discrimination based on gender identity. These are the grim and grisly conditions of bodies in and bodies who labor. “Sometimes history’s just not ready for you, so you give it a shove.”

**Acknowledgements**

Alexa Cibbarelli, Danielle Lilley, Kimberly Tipton, Anna Sartin