‘Go For Gold’

Synopsis

A top athlete (Suzie Swift) is reported to be pulling out of the Olympic games due to lack of sponsorship.

Her trainer (Phil O’Sophie) and her comical family are discussing the ins and outs of doing the games when Phil mentions how the games started in Ancient Greece and talks about some of the great heroes of those Olympics.

There is a flashback to Ancient Greece (where the games began) with a truce from all fighting between states by the order of Zeus.

Zeus, (a “Cool Rapping” God) has a favourite athlete (Milo the wrestler) who is a six times champion at the games (he used to train by lifting a calf for 9 months until it gradually grew into a cow).

Zeus is worried by Hades’ (God of the Underworld) attempts to train a rival athlete to face Milo.

However, Hades’ man is useless (he has mistakenly trained by eating beef burgers instead of lifting a cow) so Hades tries to get the games cancelled by starting a war.

The ploy fails in the end because there is too much love for the Olympics and everybody realises that the games can take the place of war.

Suzie is so inspired by this story that she decides to compete after all and the Gods all arrive at the end to join in her celebration party.

“Go For Gold” is dynamic, very funny and historically accurate – yes, the athletes really DID compete without clothes! This was due to a woman sneaking into one of the events and supposedly committing an unforgivable sin – she won! Her life was spared (unusual in those days), but from then on all athletes and trainers were only seen WITHOUT clothes in the stadium.

This musical has gone down a storm in pre-publication performances - especially the songs - and is a brilliant way to enthuse your children about the greatest sporting event on earth.

Scenes

Scene 1: The action begins in the “Air Olympic” sports studio where today’s big story is the possible withdrawal of Olympic hopeful, Suzie Swift, due to lack of sponsorship money.

Scene 2: We move to Suzie’s parents’ house where the whole family and Suzie’s trainer, Phil ‘O’ Sophie are discussing money vs. duty, Phil being firmly on the side of Suzie’s status as a role model for aspiring young athletes being more important than holding out for more money. He starts to explain how and why the games came into being and we go back in time to 557BC ...

Scene 3: A street in Athens where a group of macho, bellicose Spartans are “discussing” with a group of somewhat more intelligent (slightly nerdy) Athenians the merits of letting out one’s aggression on the fields of combat as opposed to the fields of sport. The “discussion” comes to a sudden end when a messenger from the gods announces that ALL wars between states will cease for 3 months prior to the commencement of the games at Olympia.

We now “flashback” to ...

Scene 4: The Swift house where Phil warms to his task of enthusing the Swift family concerning the origins of the modern Olympic games - especially the role of the god Zeus who lived on ...

Scene 5: Mount Olympus where Zeus is discussing with his dysfunctional extended family (all the other gods) whether the mendacious, malevolent, Machiavellian Hades (of the underworld) is planning to sponsor a rival to Zeus’ champion athlete - Milo the wrestler, 6
times Olympics’ winner who trains for 9 months by lifting a calf on his shoulders until it grows into a cow.

We move to ...

Scene 6: An Ancient Greek training track where Hades’ hopeless protégé, ‘Gorgeous’ Georgeos Michaelus is exhausted, breathing heavily after a 100 metre training run. Having pinched Milo’s idea of training with a cow, he failed to grasp the significance of lifting it, preferring instead to convert it into beef burgers, hence his lack of fitness. Hades, not being enamoured with Georgeos’s “Plan B” which involves donning “Nike” (the Greek goddess of triumph) running shoes in order to run away from Milo as opposed to wrestling with him, decides to stir up trouble between the different competing states in the hope that this will result in the games’ cancellation.

We move to ...

Scene 7: Milo’s garden where the magnificent Milo is training under the eyes of his adoring family.

Scene 8: In the Swift house, Phil explains how winning athletes at the ancient Olympics became heroes and Susie realises that 2,500 years later, these athletes are still being talked about - they are legends - and gradually in Suzie’s mind, the important reasons for competing are becoming clear.

“Flashback” to ...

Scene 9: The Ancient Greek Olympics where deep unrest between the competitors is threatening to derail the games. The only winner at this time is Peta Potter who, being an entrepreneurial spirit with an eye for the main chance & having discovered the joys of merchandising, is selling statues of Milo for use as potential weapons. Just as things are really hotting up, Zeus appears and forces Hades to admit that he is the instigator of the unrest. Hades, for his part, points out that it becomes somewhat wearing always being the bridesmaid, never the bride, so Zeus, in an act of contrition, decides that Hades has been in darkness for too long - a holiday is in order, namely, a prime position for viewing the games - peace is restored.

Scene 10: The Swift house where Suzie announces that she now realises that the Olympic games are about “Striving for perfection & doing your best” not “Money and sponsorship”. The family celebrate, joined by the rest of the cast and sing the song “Celebrate”.

The show ends with the entire cast singing the show-stopping … “Go for Gold”.

A full Performance Piano/Vocal Score is available separately for “Go For Gold” but because this show uses a large number of special effects which are supplied on the Backing Tracks CD, we recommend that you perform this musical using the Backing Tracks CD, rather than piano.