

NEW SHERIFF IN TOWN

Casting Breakdown

PIONEERS		LINES	SCENES
MAYOR	The mayor of Pioneer Town; a stickler for tradition and history, descendant of the town's founder.	27	1, 2, 3, 5, 6, 8, 9
DOC	A welcoming pioneer character who engages with tourists, announces parts of the showdown show, and participates in group activities.	9	1, 2, 3, 5, 6, 8, 9
SAL	Owner of Sal's Saloon, a pioneer who interacts with the group and expresses concern about the park's future.	7	1, 2, 3, 5, 6, 8, 9
LEE	Prospector Lee, a pioneer who teaches gold panning and emphasizes preserving history unchanged.	13	1, 2, 3, 5, 6, 8, 9
PATCH	Owner of Patch's Mercantile, a pioneer involved in welcoming tourists and group discussions.	5	1, 2, 3, 5, 6, 8, 9
CALICO	Pioneer banker who announces the robbery in the showdown show and leads tourist activities.	10	1, 2, 3, 5, 6, 8, 9
SHERIFF RUSTY	The retiring sheriff of Pioneer Town, gruff but wise, mentor to Calamity; returns to help save the park.	24	1, 2, 7, 8, 9
RED	Deputy Red, part of the sheriff's team in the showdown; suffers from stage fright when trying to fill in as sheriff.	7	1, 2, 3, 5, 6, 8
CALAMITY	Deputy Calamity Kid, innovative and enthusiastic pioneer aspiring to be the new sheriff; loves stories from history and pushes for change.	41	1, 2, 3, 4, 5, 6, 7, 8, 9
BAD-NEWS BAILEY	The villainous bandit leader in the showdown show; dramatic and boastful.	9	1, 2, 5, 6, 8, 9
VARMINT	One of Bad-News Bailey's minions, a sneering bandit in the show; helps quiz Calamity and interacts with kids.	11	1, 2, 5, 6, 8, 9
RASCAL	One of Bad-News Bailey's minions, a bandit in the show; trades lunch and quizzes Calamity.	9	1, 2, 5, 6, 8, 9
PIONEER ENSEMBLE	Participates in all Pioneer group numbers.		1, 2, 3, 5, 6, 8, 9

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FUTURE FRONTIERS		LINES	SCENES
PARKER	Leader, scheming to take over Pioneer Park's land through theft.	22	1, 3, 4, 5, 6, 8, 9
GLIMMER	Enthusiastic but naive, participates in the scheme.	12	1, 3, 4, 5, 6, 8, 9
ROYAL	Famous Future Frontiers king/prince/princess, questions the morality of stealing but goes along.	13	1, 3, 4, 5, 6, 8, 9
JERRY	Future Frontiers Mascot, shares too much and food-focused, reveals plans accidentally.	12	1, 3, 4, 5, 6, 8, 9
FUTURE CREW ENSEMBLE	Participates in all Future Frontiers group numbers.		1, 3, 4, 5, 6, 8, 9

TOURISTS		LINES	SCENES
GIGI	Enthusiastic grandmother tourist who loves Pioneer Park from her childhood and is excited to share it with grandkids.	9	1, 5, 6, 7, 8, 9
HARLEY	Skeptical grandkid of Gigi, questions the park's appeal but gets involved in the adventure.	8	1, 5, 6, 7, 8, 9
JAMIE	Grandkid of Gigi, skeptical about the park but curious about stories and helps save it.	9	1, 5, 6, 7, 8, 9
BABA	Grandmother tourist who encourages participation and supports the kids' ideas later.	9	1, 5, 6, 7, 8, 9
CAMERON	Grandkid of Baba, bored at first but excited by the real adventure and helps retrieve the deed.	14	1, 5, 6, 7, 8, 9
ADRIAN	Grandkid of Baba, skeptical and seeks excitement, whispers for help from pioneers.	9	1, 5, 6, 7, 8, 9