

# What to Expect at ***A WHYNOT CHRISTMAS CAROL***



## **A Sensory Guide**

We are excited that you are joining us for the sensory-friendly performance of *A Whynot Christmas Carol*. This guide will offer an outline of what to expect from the show, including plot, content warnings, and a sensory breakdown.



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*Inclusive Arts*

A.C.T. designed this sensory-friendly performance in collaboration with Inclusive Arts and their team of accessibility consultants. [Click here to learn more about Inclusive Arts.](#)

***A Whynot Christmas Carol***  
is a two hour and fifteen minute play  
with a lot of dialogue.



**There will be a twenty (20) minute  
intermission between Act 1 and Act 2.**



**If you would like to access the full script  
of *A Whynot Christmas Carol*, [click here](#).**

## General Content and Sensory Notes for this Performance

- *A Whynot Christmas Carol* is a play about a theatre troupe in the town of Whynot that has gathered to put on their director's new version of *A Christmas Carol*. The show follows the cast and crew from their first rehearsal to opening night as they collaborate — and sometimes struggle — to put on a new production.
- *A Christmas Carol*, a play by Charles Dickens, is about a rich, greedy man, named Ebenezer Scrooge. On Christmas Eve, Scrooge gets visited by three ghosts — The Ghosts of Christmas Past, Present, and Future — who try to teach him to change his mean-spirited ways before it's too late for him to redeem his life by becoming a good and caring person.
- The play touches on themes of politics, disability, poverty, fear, and death, as well as kindness, caring, and forgiveness.
- The atmosphere during the Ghost of Christmas Future sequence is dark and gloomy. The Ghost of Christmas Future is depicted as a large skeletal puppet made of sticks and branches. Eerie noises and creaks accompany its movements. It may appear scary, but it is just a puppet.

## At This Sensory-Friendly Performance...

- The following **technical adjustments** have been made:
  - All flashing lights and stage smoke will be removed.
  - Sound levels have been reduced to lower decibels.
  - House lights in the theater will remain on at a low level throughout the performance.
  - Sensory Cue Lights, positioned on both sides of the stage, will alert audience members when a potential sensory trigger (i.e., startling noise or frightening visual) is about to occur.
- The following **sensory / accessibility supports** will be available:
  - Sunglasses, ear plugs, and noise-reducing headphones (ask an usher or collect from the House Manager stand in main lobby).
  - Fidgets and stim toys (available in yellow bins in the main lobby and at the back of the theater as you enter).
  - Limited number of weighted blankets (ask an usher or collect from the House Manager stand in main lobby).
  - Booster seats (ask an usher).
  - Assisted Listening Devices (collect from Coat Check on the lower level).
- The following **day-of-show experiences** will be different than usual:
  - The house will open 1 hour before showtime to allow folks to arrive early and take time to acclimate to the space. Please be aware that when the theater opens, the curtain will be up and there may be actors onstage completing their pre-show rituals.
  - Designated movement zones will be marked with yellow tape on the ground in the back of the theater for anyone who wants to leave their seat and move around.
  - Flexible seating options will be available. If you need to be reseated, please see an usher and they will help you.
  - There will be a sensory break space downstairs for anyone who may want to take a break from the theater and continue watching the show on a monitor.
  - Rules and expectations for audience engagement will be relaxed.



## Sensory Supports for this Performance

A.C.T. is happy to provide sensory supports to help make this experience as comfortable as possible, including earplugs, noise-reducing headphones, sunglasses, fidget toys, and a limited number of weighted blankets. In addition to these physical supports, this sensory-friendly performance will also feature Inclusive Arts' **Sensory Cue Lights**.






These lights will be positioned on both sides of the stage in the orchestra section. They will alert audience members when to expect a potential sensory trigger by lighting up one of the sensory icons approximately 10 seconds before the stage cue.






While **all flashing lights and smoke will be removed for this sensory-friendly performance**, the Sensory Cue lights will alert audience members when there may be sudden loud sounds (the ear icon 🦻) or frightening visual moments (the eye icon 👁️). The lit sensory icons will ensure that audience members have time to prepare for the effect.

# A Whynot Christmas Carol Sensory Guide




The following pages contain a sensory breakdown for the show. Each moment in the play that contains a strong sensory event is indicated with the corresponding sensory icon.








Example:  - Loud Noise     - Sudden Light Change

Act 1, Scene 1: First Rehearsal		Description	Sensory Input
Opening moment	•	Music and chimes when the book is opened.	
		• Music plays as the actors enter and set up for the rehearsal. The volume crescendos until the first line is spoken.	
Scene change	•	Music plays during the transition to Scene 2.	

Act 1, Scene 2: Later that same day		Description	Sensory Input
Rehearsing the scene between Scrooge and Marley's Ghost	<ul style="list-style-type: none"><li>• Marley screams in agony.</li><li>• There is a sudden momentary eerie light shift and sound cue when revealing a gruesome prop of Marley's skull.</li></ul>	  	
			
Scene change	<ul style="list-style-type: none"><li>• Music plays during the transition to Scene 3.</li></ul>		

# A Whynot Christmas Carol Sensory Guide

Act 1, Scene 3: Staging Rehearsals	Description	Sensory Input
Ghost of Christmas Past	• Chimes signify the arrival of the Ghost.	
	• Music plays during the Fezziwig party scene.	
Scene change	• Church bells chime and music plays during the transition to Scene 4.	

Act 1, Scene 4: Technical Rehearsal	Description	Sensory Input
Ghost of Christmas Present	• The Ghost of Christmas Present has a vocal echo effect.	 
	• There are sudden sound and light cues after the Ghost invites Scrooge to touch her robe (this happens twice).	 
	• The director stands in the audience and moves through the aisles of the theater throughout the scene.	
	• Music underscores the scene as Scrooge and the Ghost of Christmas Present fly around.	
	• At the end of the act an ambulance siren wails, and ominous music plays as the stage darkens, transitioning into intermission.	 



# A Whynot Christmas Carol Sensory Guide

Intermission	Description	Sensory Input
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The curtain will come down and the audience may clap. The lights in the theater will get brighter. Audience members may get up and move around. Bells will ring after twenty (20) minutes to signify that intermission is over and Act 2 is about to begin. Lights will dim again when Act 2 begins.



Act 2, Scene 1: First Preview	Description	Sensory Input
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Ghost of Christmas Present alternate point-of-view

- Bells signify the start of the act, and music plays as the curtain rises.
- Music plays as the scene shifts perspective again.
- Lights shift and eerie music underscores the scene with the puppets that represent Ignorance and Want.












Scene change

- After the Ghost of Christmas Present exits, the stage turns dark as the scene transitions.



# A Whynot Christmas Carol Sensory Guide

Act 2, Scene 2: Final Preview	Description	Sensory Input
Ghost of Christmas Future	<ul style="list-style-type: none"><li>Chimes signify the arrival of the Ghost.</li></ul>	
	<ul style="list-style-type: none"><li>The atmosphere is dark and gloomy throughout the whole Future sequence.</li></ul>	
	<ul style="list-style-type: none"><li>The Ghost of Christmas Future is a large scary puppet made of sticks and branches. Creepy noises and creaking sounds accompany its movements.</li></ul>	 
		
	<ul style="list-style-type: none"><li>Haunting sounds underscore the scene. There are sudden, eerie sound cues when the Ghost ushers Scrooge from one vision of the future to another.</li></ul>	
	<ul style="list-style-type: none"><li>When the grave appears, there is a special stage effect involving a bright light.</li></ul>	
	<ul style="list-style-type: none"><li>During Scrooge's speech at the grave, there are haunting sounds playing in the background. The sounds crescendo as his speech reaches its climax.</li></ul>	
Scene change	<ul style="list-style-type: none"><li>The lights fade to darkness as the scene transitions.</li></ul>	

# A Whynot Christmas Carol Sensory Guide

Act 2, Scene 3: Opening	Description	Sensory Input
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- |               |                                                                                                                                                                                                                                                                                                                                                                       |  |
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| Christmas Day | <ul style="list-style-type: none"><li>• Church bells ring as the stage lights come back up.</li><li>• There is a musical celebration with the performance of a song at Fredricka’s party.</li><li>• Snow falls onstage as the play ends. After the curtain goes down, colorful spotlights project around the theater, and music plays for the curtain call.</li></ul> |  |
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# Word Search



Words from *A Christmas Carol* are hiding in the word search below! Can you find them? Look closely—words may be horizontal, vertical, or diagonal.

J	D	F	F	F	S	N	E	K	C	I	D	B	E	Y
C	A	N	D	L	E	B	S	B	Y	L	J	A	O	E
O	N	V	H	P	W	S	U	T	X	T	R	H	T	K
F	N	T	B	V	X	N	O	I	H	A	B	H	E	R
G	N	I	G	H	T	S	H	I	R	T	T	U	L	U
J	R	L	O	W	T	O	G	B	I	I	B	M	T	T
Y	P	A	H	N	L	T	N	R	H	G	E	B	S	J
M	E	M	V	I	S	P	I	C	L	U	L	U	I	M
S	U	L	D	E	U	P	T	N	M	V	L	G	M	Y
C	A	A	R	N	S	A	N	I	Y	X	E	K	X	E
R	Y	S	C	A	R	T	U	D	I	T	Q	S	L	G
O	U	H	G	C	M	P	O	F	B	S	I	P	A	A
O	Q	J	B	I	W	V	C	N	F	P	L	M	K	S
G	C	O	N	Z	F	N	A	F	E	L	T	T	I	L
E	B	D	E	R	F	E	Z	Z	I	W	I	G	D	D

- |                |            |            |          |
|----------------|------------|------------|----------|
| Bah Humbug     | Fezziwig   | Marley     | Scrooge  |
| Belle          | Figs       | Mistletoe  | Spirit   |
| Bob Cratchit   | Fred       | Nightshirt | Tiny Tim |
| Candle         | Gravestone | Onions     | Turkey   |
| Counting House | Holiday    | Punch      |          |
| Dickens        | Little Fan | Sage       |          |



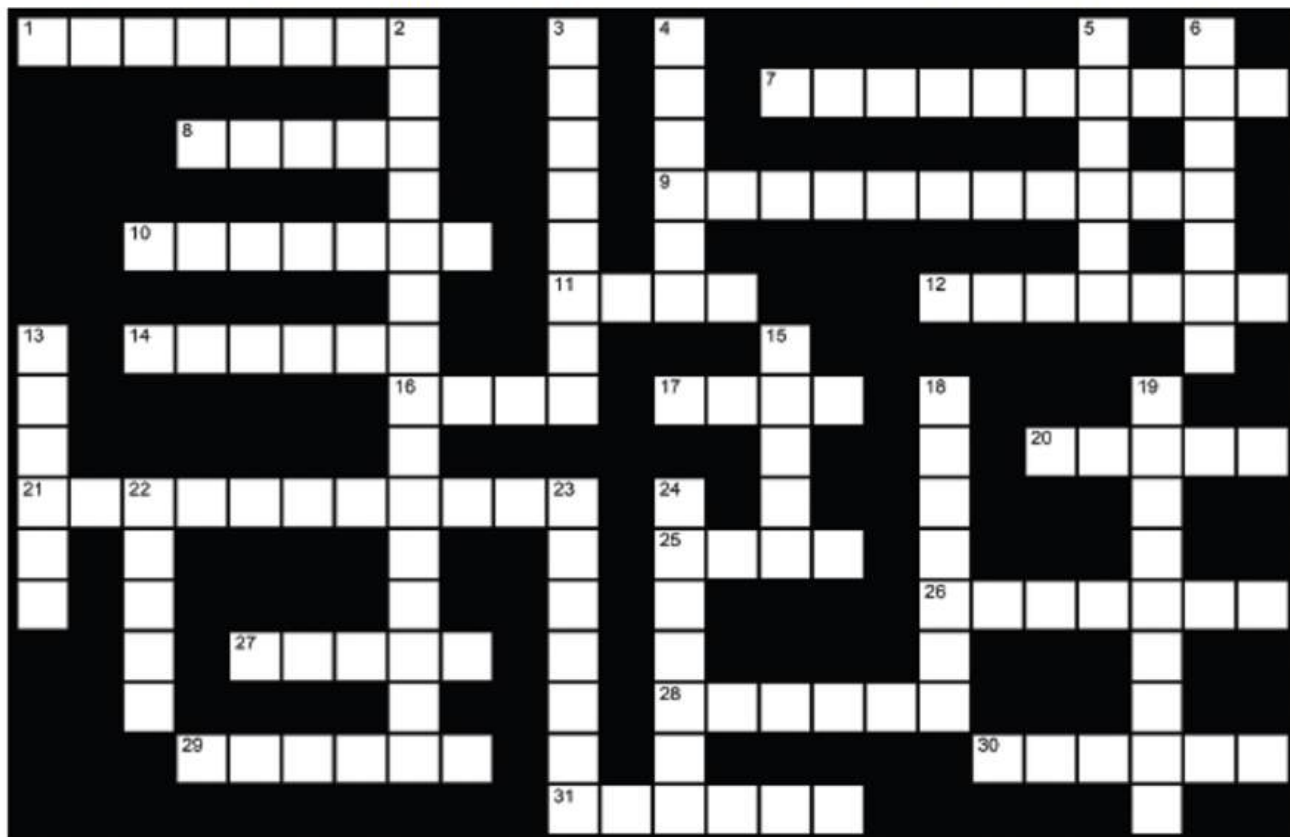


## Crossword Puzzle

from Dan Feyer



This crossword puzzle was created by Dan Feyer, the music director for A.C.T.'s *A Christmas Carol* since 2015, and an eight-time American Crossword Puzzle Tournament champion.



### ACROSS

1. "God bless us, \_\_\_\_!" (2 wds.)
7. Bedtime wear for 2-Down
8. Bird eaten at Christmas Eve dinner by 21-Across's family
9. Schoolmate and coworker of 2-Down (2 wds.)
10. First name of *A Christmas Carol*'s author
11. Ignorance and \_\_\_\_
12. Third ghost to appear: Ghost of Christmas \_\_\_\_
14. Fourth ghost to appear: Ghost of Christmas \_\_\_\_
16. Jewelry given to 2-Down by his sister Little Fan
17. 2-Down's nephew
20. Celebratory gathering like the one hosted by 17-Across or 3-Down
21. Clerk of 2-Down and father of six children (2 wds.)
25. Second ghost to appear: Ghost of Christmas \_\_\_\_
26. Last name of *A Christmas Carol*'s author
27. First ghost to appear: former business partner of 2-Down (first name)
28. Large bird bought by 2-Down for 21-Across's family

29. Mrs. \_\_\_\_, housekeeper for 2-Down
30. Another word for "ghost"
31. First ghost to appear: former business partner of 2-Down (last name)

### DOWN

2. Main character of *A Christmas Carol* (2 wds.)
3. Employer of 2-Down as a young man
4. City where *A Christmas Carol* takes place
5. Clanking metal links worn by the ghost of 31-Across
6. "Are there no \_\_\_\_? Are there no workhouses?"
13. "Bah, \_\_\_\_!"
15. Tinkling sound heard by 2-Down in his house
18. Christmas or New Year's, for example
19. Burial site visited by 2-Down
22. Lost love of 2-Down
23. Youngest child of 21-Across (2 wds.)
24. Another word for "ghost"