

Welcome to Trinity Rep's Sensory Friendly Season

Our sensory friendly season ensures an atmosphere where people of all abilities can be comfortable and get the most fulfilling experience out of our shows. Tonight's performance will be identical to other performances of the show, but we have created a list of moments in the play (reverse side) to let patrons know when an intense moment is about to happen, giving you a chance to prepare accordingly.

These accommodations make it possible for people with Autism Spectrum Disorders, Post-Traumatic Stress Disorders and Sensory Processing Disorders to attend the theater without worry of judgment or needing to leave because of unexpected triggers happening onstage.

We also prepare social stories which help patrons get to know the theater and what to expect before even stepping foot into building. For more information, visit our sensory friendly website at www.trinityrep.com/box-office/accessibility/

Thank you for your support of Trinity Rep's commitment to accessibility for all!

If you are interested in hearing more about our sensory friendly programming, email Jordan Butterfield at jbutterfield@trinityrep.com.

Terms for Neurotypical Audience Members

- **Stimming:** This is a technique used by some patrons with different abilities to deal with excitement, nerves, over-stimulation, and fear. This can manifest as hand wringing, flapping, spinning, rocking, or clapping.
- **Sensory overload AKA "vestibular function":** The feeling of imbalance or disorientation of where things are. This occurs often to people with disabilities so they need help, which leads to self-soothing by stimming as well. Audio sensory overload for some patrons may result in humming or making calm noises.
- **Repetitive speech:** Some patrons may repeat phrases, quotes, or speech. Some repetitive phrases are said to aid comprehension. Others repeat direct quotes, such as from movies, as a calming technique.
- **Tics:** Tics are involuntary physical movement that are caused by stress.
- **Non-Verbal Communication:** Not all people use oral communication to speak. Some patrons may need to use sign language to communicate or may have difficulties communicating.
- **Touch sensitivity:** Some patrons may be very uncomfortable with touch and others may need weighted vests or blankets to feel comfortable.
- **Fidget Toys:** Community members with disabilities may need these toys during a performance. They use fidget toys to relieve stress and anxiety so they can enjoy and focus on the show. You may see stress balls, fidget cubes, drawing pads, and putty. The most common example is fidget spinners.
- **Warning sheets/lights:** On the other side of this page is a list of warnings that we created for this production. Since we are keeping the theater dark, they may need to shine a light in order to refer to these warnings during the show.

A Christmas Carol Sensory Friendly Guide

Before you see the show: This list contains moments in the show that may be either visually or audibly jarring for some audience members. The list is not comprehensive, but may help you to prepare for abrupt or transitional moments in the show. **Beware of spoilers ahead.**

GENERAL NOTES:

- Actors use the aisles for their exits and entrances.
- Loud music, bells, and yelling will be heard.
- Strobe lights and theatrical haze are used in this production
- During the Ghost of Christmas Past, lights flicker and bells chime

Act 1

Stave 1

- After the actors say, "Enjoy the show," there are loud wind and ghost sounds and a candle flickers before all the lights flicker into darkness.
- There is an abrupt bright light as the cast sings "Bohm."
- As Marley says, "There is no doubt that Marley was dead," a loud church bell rings followed by Bob Cratchit running to his desk, banging his feet as he runs.
- After Scrooge says, "Mr. Marley died seven years ago, this very night," a large church bell rings, lights dim and brighten, and there is loud stamping and the sound of drums and funeral bells.
- After Scrooge yells, "I pay taxes to support the establishment I have mentioned," he slams his book with a bang.
- The children let out loud screams as Scrooge chases them out of his office after Cratchit says, "Isn't it?"
- A bell chimes six times after Scrooge says, "Comfortable?"
- After Scrooge says, "GET OUT," lights brightens up and loud yelling and chair banging is heard as the tavern scene begins.
- After Gentleman #2 says, "Where are you going?" the visit from Jacob Marley contains lots of ghostly sounds (including children screaming), chain clanking, lights flickering, thunder, and heavy use of strobe lighting.
- A trap door slams after Marley exits the stage and says, "Remember what has passed between us."

Stave 2

- The Ghost of Christmas Past's entrance contains tinkling bells, clock chimes, and a dimly bright light after Scrooge says, "Expect the first when the bell tolls one..."
- A bright light goes on abruptly and a large sheet is lowered over the audience in Section 7 after Christmas Past says, "Bear but a touch of my hand."
- After Christmas Past says, "You are still loved, are you not?" a

flicker of light and bell chimes are heard as the scene changes to Fezziwig's party.

- During the Fezziwig party, guest clank their cups after Belle says, "Come Ebenezer. Follow me."
- As soon as Scrooge says, "You young fool," there is a bright light and a bell rings.
- After Fan says, "You promised," The Ghost of Christmas Past exits as the church bell rings and lights flicker rapidly before a blackout.
- There is a distorted voice that calls out to Scrooge, oranges fall from the ceiling making a banging sound, and haze surrounds the doorway.

INTERMISSION – 15 minute break!

ACT 2

Stave 3

- The act opens with dim red lights after the actor says, "The exits are still here."
- The Ghost of Christmas Present Henchmen shout, ring bells, and shake tambourines after the Ghost of Christmas Present says, "Come and know me better."
- As Tiny Tim says, "God Bless us all everyone," the lights dim a bit.
- When the Ghost of Christmas Present says, "Let us speed across town," a bell is heard and there is an abrupt light change.
- There are light flashes and a loud church bell strikes 12 after Christmas Present says, "My time is almost over" during the Ignorance and Want scene.

Stave 4

- The Ghosts of Christmas Yet to Come remain on stage, the lights are dim, and there are clanking sounds after the Ghost of Christmas Present says, "Are there no work houses?"
- After Scrooge says, "Lead on, spirit," there is a loud whistle as the lights dim before the Royal Exchange men arrive.
- There is a loud rumble as Old Joe says, "Let's see what you got."
- The foreman of the work house bangs his cane and a whistle is heard after Mr. Dilber says, "He frightened everyone away when he was alive..."
- The graveyard scene is extremely intense and somber and filled with flickering lights, wind and chain sounds, and vibrating funeral bells after Scrooge says, "Let me see some tenderness connected with a death..."
- After Scrooge says, "For His Sake! Spirit!!" a fake body is seen and the trapdoor slams.

Stave 5

- Fake snow starts falling as Scrooge says, "I shall love it as long as I live."
- A horse neighs after Scrooge says, "My dear, I want to tell you something."
- As Tiny Tim says "God Bless us all everyone," the light sharply brightens.

more information on reverse side