



INDIANA REPERTORY THEATRE

CHRISTEL DEHAAN
STUDENT MATINEE PROGRAM

at the Indiana Repertory Theatre



— **SENSORY GUIDE FOR** —
A CHRISTMAS CAROL
— ADAPTED BY TOM HAAS —

November 15 – December 24, 2023 | OneAmerica Mainstage



WELCOME TO THE INDIANA REPERTORY THEATRE!

This guide is designed to help prepare you or your group for the show you are going to see.

WHILE ATTENDING THIS SENSORY FRIENDLY PERFORMANCE, YOU MIGHT SEE A VARIETY OF BEHAVIORS, INCLUDING:

STIMMING: A physical or verbal response to over- or under- stimulation that can provide self-regulation and self-expression. This might be repeated hand-wringing, rocking, or clapping.

ECHOLALIA: Some patrons may repeat phrases, quotes, and speech. Sometimes, this aids comprehension, and sometimes, this can be a calming or relaxing activity.

TICS: Involuntary movements or vocal sounds (please note: tics and stimming are separate behaviors).

TOUCH SENSITIVITY: Some patrons may be very uncomfortable with physical touch from others, and/or aware of the sensation of materials on their skin.

ALTERNATIVE COMMUNICATION: Some patrons might use non-verbal forms of communication in response to over- or under- stimulation. Types of communication can vary, and may include: sign language, typing, body language, facial expressions, and/or using pictures.

FIDGETS: Some patrons may bring small objects with them to a performance—like stress balls, drawing pads or putty. Using these objects can relieve stress, aid relaxation, and increase focus.

SENSORY AND EMOTIONALLY- INTENSE MOMENTS: The ushers at each performance will have a list of sensory-intense moments throughout the play. For example, the list may note lights, sound effects, or other sudden changes that could be overwhelming to some patrons.

SPECIAL THANKS TO HANDS IN AUTISM FOR THEIR HELP IN PREPARING MATERIALS FOR THIS PERFORMANCE.

If you have any questions regarding this play or the story, please feel free to reach out to:

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SETTING

The show takes place in multiple locations and time periods in England. These locations represent real places, memories of places that Scrooge has visited, and places Scrooge could visit in the future.

We see these locations in nontraditional ways. The stage is mostly bare, allowing the words and the actors' movement to help us imagine these locations. Throughout the show there are times where the lights become bright and light up the white snow. The brightness of the snow might be intense to some audience members. Other times the lights may suddenly go very dim.

Actors will enter and exit the stage from a variety of locations. Sometimes they will be seen appearing from a trapdoor in the floor or from the top of the snow hill onstage.

EMOTIONAL IMPACT

Scrooge's journey puts him in emotionally distressing situations. There are times where Scrooge yells at family and friends and revisits the pain of lost loved ones. There are also characters in the show who are frightening. Sometimes these moments we can anticipate, and sometimes they feel like they come unexpectedly.

At our Sensory Friendly performance, we will be using visual indicators who will sit at the front of the stage to indicate these moments. For every performance, a Trigger Moment List will be available online and at our Ticket Office. This document will list moments of heightened emotion or jarring technical elements and when they happen during the show.

THE WORLD OF THE PLAY

In this adaptation, we have incorporated the language Dickens used in the story as dialogue. This technique allows the audience to hear the same words used in the novel, where Dickens uses rhythm, sound, metaphor, and dialect to help tell the story.

Every actor in our story, other than Scrooge, plays more than one character. You may see the same actor onstage, but they might be playing a different character and wearing a different costume.

While the story is told in a linear way, we do jump locations and time periods throughout the show. There are moments where we are in Scrooge's past, in the present time that Scrooge lives in, and his possible future. The audience learns parts of the story in the way that Scrooge is reliving them. Sometimes that makes parts of the play confusing, but that's okay!



Picture of Cast

WHAT HAPPENS IN THE STORY

Ebenezer Scrooge is a mean, greedy man who owns a counting house (money lending) business in town. He has taken over the business since the co-owner, Jacob Marley, died. Scrooge does not have friends and is content being alone.



On Christmas Eve, Scrooge and his clerk, Bob Cratchit, are working in the counting house. Scrooge's nephew, Fred, and Fred's wife, Felicity, stop by to see Scrooge. They wish Scrooge a Merry Christmas, and ask Scrooge to have Christmas dinner with them. Scrooge refuses and yells at Fred to leave him alone. They leave the counting house, determined to keep the spirit of Christmas in their hearts.



As they leave, two women enter the counting house. They ask Scrooge if he would make a donation for the poor. Scrooge tells them that the workhouses and prisons are good enough for the poor and refuses to donate anything. They then leave the counting house.



At the end of the work day, Cratchit asks Scrooge for Christmas Day off. Scrooge unwillingly gives him the time off. Cratchit leaves the counting house and runs to his home.



Scrooge is at his front door, and as he puts the key in the lock, the door knocker turns into Jacob Marley. He looks again, Marley is gone. Scrooge starts hearing noises throughout the house and refuses to believe they are real. Suddenly, a ghost appears.



Scrooge asks the ghost who he is. The ghost reveals himself as Jacob Marley. Scrooge doesn't believe him at first, but Marley is able to convince him. Marley tells Scrooge that he wears chains because of his mean and greedy ways. He says that because he did not help people when he was alive, he is cursed as a ghost.



Marley warns Scrooge that if he doesn't change his selfish behavior he will be doomed to an afterlife of misery. To save himself, Scrooge must accept the visits of three spirits: the ghosts of Christmas Past, Present, and Future. Marley tells Scrooge to remember what he has told him, and then vanishes.



Scrooge dismisses Marley and falls asleep. Then, the Ghost of Christmas Past appears to Scrooge. The Ghost takes Scrooge back through his memories. They first visit a school where Scrooge went as a boy. Scrooge sees himself as a young child at the school over Christmas holiday. He is alone and has to stay at the school while the other children are with their families.



Past shows Scrooge the school years later. Scrooge's younger self is visited by his sister, Fan. Fan tells Young Scrooge that she has come to take him home to spend the holidays together. Scrooge tells the Ghost that Fan died giving birth to Fred.



Past then takes Scrooge to the Fezziwig mill (factory) where Scrooge was an apprentice. Fezziwig employed both Scrooge and Marley when they were young men. It is Christmas Eve, and Fezziwig is hosting a party. At the party, Young Scrooge dances with a young woman named Belle. Young Scrooge is in love with Belle and asks her to marry him. She says yes and everyone in the mill celebrates their engagement.



Past shows Scrooge another memory. Young Scrooge and Young Marley have started their counting house and Young Scrooge has become determined to become wealthy. It is Christmas Eve, and Belle tells Young Scrooge that his greed has changed him. Belle is heartbroken by who Young Scrooge has become, and breaks off their engagement.



Scrooge is sad reliving the loss of Belle and yells at Past. Past shows Scrooge one more memory. It is of Belle, her husband, and their child. Although poor, they are happy spending time with one another. This upsets Scrooge more and he begs Past to take him home. Past shows him all of the memories he has seen all at once. Scrooge is returned to his home and falls asleep.



INTERMISSION

After intermission, the Ghost of Christmas Present appears. He is going to show Scrooge how others spend Christmas.



Present takes Scrooge to the house of Bob Cratchit. Cratchit's house is small and shabby. The youngest child, Tiny Tim, is sick and walks with a cane. Though poor, the family is happy. While they are enjoying their Christmas dinner, Bob suggests a toast to thank Scrooge for the meal. Mrs. Cratchit is against it, but agrees to toast to Christmas and for Scrooge's health for Bob's sake.

Scrooge asks Present if Tiny Tim will live. The Ghost tells Scrooge that if he doesn't do more to help Bob and his family, Tiny Tim will die.



Scrooge and the Ghost then visit Fred's home. Fred and his friends are having a party. Fred admits to his friends that he is sad that Scrooge isn't with them, but acknowledges that Scrooge is the one missing out. Fred and his friends decide to play a game. During the game, Fred makes fun of Scrooge. Fred's friends catch on and they all laugh at Scrooge's expense. Afterwards, Fred and Felicity toast to Scrooge and hope he is happy.



Present takes Scrooge away from Fred's house and tells Scrooge there is one last thing he must see. Two ragged children, Ignorance and Want. Scrooge asks if anything can be done to help them. The Ghost mocks Scrooge saying that prisons and workhouses are available. The Ghost and the children then disappear.



The Ghost of Christmas Future appears and scares Scrooge. Future does not speak. Scrooge follows behind as they see moments of the future.

Scrooge first sees two people who are talking about a friendless old man who has died. Then, he sees a group of poor workers who have robbed the same dead man and are selling his possessions. Scrooge asks who the dead man is, but the Ghost does not respond.



The Ghost takes Scrooge to Bob Cratchit's house. The family is in mourning because Tiny Tim has died. Bob Cratchit comes home, telling the family that he just visited Tiny Tim's grave. Though sad, the family recalls all of the warmth and joy Tim brought into their lives.



Scrooge begs Future to tell him who the dead man is. The Ghost takes Scrooge to an abandoned grave. Scrooge looks down at the gravestone to find that it is his own. Scrooge pleads with the Ghost that he has seen the error of his ways and will be better towards the people around him.



Scrooge wakes up back in his house. He is determined to stay true to his promise of changing his ways. He opens his window and talks to a family on the street. The child tell him that it is Christmas Day and Scrooge is overjoyed. He asks them to buy the largest turkey in the store down the street and deliver it to the Cratchit family.



Scrooge gets dressed and makes his way outside. He sees the women who asked him for a donation at the counting house. Scrooge promises to donate a large amount that leaves the both of them speechless. Scrooge sees Fred and Felicity on the street. He asks if he could come to their house for Christmas dinner. Fred is delighted and welcomes Scrooge to join them.



Scrooge gets to the counting house early the next day, hoping to arrive before Cratchit. Cratchit arrives late and is scared of what Scrooge might do. Scrooge pretends to be mad at Cratchit, and Bob believes that he is going to be fired. Scrooge tells Cratchit that he is going to give him a raise to help his struggling family.



A changed man, Scrooge is now known throughout the town as kind and generous. Through his generosity, Tiny Tim is healthy and no longer walks with a crutch. Scrooge continues to keep the spirit of Christmas with him throughout the year, and spread kindness to all.



A CHRISTMAS CAROL TRIGGER MOMENTS

BEFORE YOU SEE THE SHOW: There are a few moments in this production that might be intense to some audience members. Below is a list of these moments so you can be ready for them when they happen. **(Contains Spoilers!).**

INDICATOR LIGHTS: Moments below are intense moments or jarring technical effects and will be indicated using a glow stick during our Sensory Friendly performance. Two staff members at the front of the stage will hold up glow sticks 10-20 seconds before the moment happens.

BREAKSPACE: If at any time you feel like you need a break from the performance, please feel free to use our accommodations or break space locations. Ushers are available if you need assistance.

TIME	ACT 1 DESCRIPTION
THROUGHOUT THE SHOW THERE ARE TIMES WHERE THE LIGHTS BECOME BRIGHT & LIGHT UP THE WHITE SNOW. THE BRIGHTNESS OF THE SNOW MIGHT BE INTENSE TO SOME AUDIENCE MEMBERS.	
START OF ACT I	SOUNDS OF BELLS CHIMING & SOMEONE POPS UP FROM A DOOR IN THE FLOOR.
10:26	SCROOGE YELLS AT THE TWO WOMEN OF CHARITY.
12:03	SCROOGE THREATENS WAIF AT THE KEYHOLE.
15:25	THE GHOST OF JACOB MARLEY APPEARS.
18:15	BELLS CHIME LOUDLY.
18:35	THUMPING SOUNDS & BRIGHT LIGHT AS THE GHOST OF JACOB MARLEY REAPPEARS.
19:30	MARLEY SCREAMS.
22:13	MARLEY APPEARS TO BE STRANGLED BY HIS CHAINS.
23:05	THUMPING AND MOANING SOUNDS AS AND AFTER MARLEY LEAVES.
25:00	THE GHOST OF CHRISTMAS PAST APPEARS FROM THE SNOW & SHINES A LANTERN IN THE AUDIENCE.
28:22	THE STAGE SUDDENLY GETS DARK.

29:45	SCHOOLMASTER HITS CHILD SCROOGE WITH RULER.
35:05	FAN'S CHILD DISSOLVES INTO SNOW.
36:15	FEZZIWIG ENTERS THROUGH A TRAPDOOR.
38:19	TRAPDOOR CLOSES WITH A BANG.
41:20	YOUNG SCROOGE AND BELLE KISS.
48:22	LIGHT SHINES IN AUDIENCE.
49:22	STAGE GOES DARK AND BELLS RING AS INTERMISSION STARTS.
TIME	ACT 2 DESCRIPTION

THROUGHOUT THE SHOW THERE ARE TIMES WHERE THE LIGHTS BECOME BRIGHT AND LIGHT UP THE WHITE SNOW. THE BRIGHTNESS OF THE SNOW MIGHT BE INTENSE TO SOME AUDIENCE MEMBERS.

START OF ACT II	BELLS RING, THE CAST COMES SINGING DOWN THE AISLES & THE GHOST OF CHRISTMAS PRESENT RISES FROM THE FLOOR.
10:02	THE GHOST OF CHRISTMAS PRESENT YELLS AT SCROOGE.
19:03	IGNORANCE AND WANT RISE FROM THE FLOOR.
20:09	BRIGHT LIGHTS FROM THE BACK WALL OF THE THEATRE AS THE GHOST OF CHRISTMAS FUTURE APPEARS.
22:39	TRAP DOOR SLAMS AS PAWNBROKER APPEARS OUT OF IT.
25:03	BODY COVERED IN A BLACK CLOTH COMES UP FROM THE FLOOR.
31:54	SCROOGE DESCENDS AS THERE ARE VERY LOUD SOUNDS.
32:15	THE GHOST OF CHRISTMAS FUTURE DESCENDS INTO SCROOGE'S GRAVE AND SCENE GOES TO BLACKOUT.
34:11	SCROOGE THROWS SNOW AT THE AUDIENCE.

BEFORE THE PLAY

- Follow your class to your seating area. If you need a different seat than the one assigned to you, tell your teacher.
- Choose a fidget spinner or noise-reducing headphones at Coat Check if they will help you.
- Before or when the bell rings, enter the theatre and find your seat.
- Sit down in your seat.
- Listen to the pre-show announcement
- Watch the show.

CHOICES DURING THE PLAY

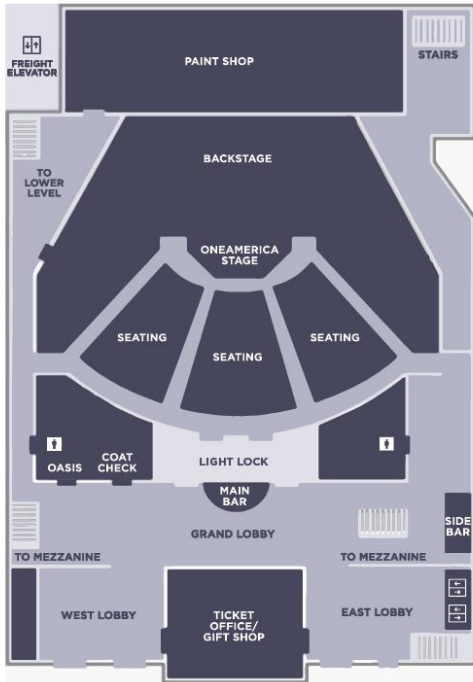
- Stay seated and watch the play.
- Move to the back of the theatre to move around while watching the play.
- Move to the lobby to watch the play from a TV monitor.
- Return to your seat whenever you are ready.

CHOICES DURING INTERMISSION

- Stay in your seat
- View the displays on the Mezzanine
- Purchase and eat a snack.
- Use the restroom.

CHOICES AFTER THE PLAY

- Return a fidget or noise-reducing headphones to Coat Check
- Ask a question about something you saw during the play.
- Leave the theatre when you are ready.



ONEAMERICA MAINSTAGE SEATING MAP

