

A Christmas Carol **TRIGGER MOMENTS**

BEFORE YOU SEE THE SHOW: There are moments in this production that might be intense for some audience members. Below is a list so you can be ready for when they happen. The numbers refer to the approximate times each moment occurs during the production.

A note – These triggers are for non-sensory friendly performances. The Sensory Friendly performance removes or diminishes the effect of asterisked items.

TIME	DESCRIPTION
Start of show	A bell will sound
5.20*	A coal skuttle will be kicked, creating a loud noise.
14.00	Scrooge hits a cup, causing it to bang to the floor.
16.30	Marley’s face appears in the doorframe.
18.30	Loud bells clang.
19.00*	Marley comes out of a trap door in the floor and bangs the doors loudly.
20.00	Marley yells.
22.45*	A light flash with lightning.
23.00*	Ghosts creep down the aisles and acrobatics are done from silks over the left and right orchestra aisles.
27.00	The Ghost of Christmas Past flies.
43.45	The end of the Fezziwig party ends with a loud “Hurrah!”
50.20	Act one ends with a symbol crash.
Intermission	

1.35	Scrooge wakes with a scream.
2.57*	During the song "Wassail" the company loudly yells "Wassail."
4.20*	"Wassail" ends with a yell.
17.20*	A party guest yells "A game!"
18.20*	Party guests yell "Yes and no!"
18.45*	A party guest shrieks loudly and then says "I have found it out!"
26.35	A door slams.
27.35*	Lightning flashes after the company sings "Christmas day is come at last to save us everyone" as the Ghost of Christmas Yet to Come appears.