

**SEATTLE
OPERA.**



**A VERY DRUNKEN
CHRISTMAS CAROL
SENSORY GUIDE**

A Very Drunken Christmas Carol Sensory Guide created in partnership with



Runtime

A Very Drunken Christmas Carol takes place in two acts. The first act is 50 minutes, there is a 20-minute intermission, and the second act is 50 minutes.

Environmental Considerations for *A Very Drunken Christmas Carol*.

1. The performance takes place in Tagney Jones Hall. Seating is stadium style, on long benches. There is an aisle on each side of the theater. There are very tall stairs to get to the benches.
2. The sensory experience in Tagney Jones Hall differs significantly depending on your location. The lower seats that are closest to the stage, approximately rows A-F, offer a more intense sensory experience as the audience member is in line with the singers during the show and may feel a more physical and emotional impact based on that location. The sensory intensity decreases the farther one is from the stage, with rows L, M and N, high above the singers, experiencing the least intensity. For the Relaxed Performance on December 11th, please feel free to move to the back two rows to adjust your sensory experience at any time. For other performances, please see the House Manager for seating options.

Performance Content Considerations for *A Very Drunken Christmas Carol*:

1. There is consistent use of voiceover for a character who is seen but never heard. This may be a bit loud for some patrons.
2. A theme of alcohol consumption and the challenges it presents runs throughout the performance.
3. In two scenes a character uses a knife to threaten other performers. In both scenes where the knife is used, a character stabs themselves in a comedic manner.
4. In one scene there is significant relationship violence presented in a comedic manner.

Musical Considerations for *A Very Drunken Christmas Carol*:

1. *A Very Drunken Christmas Carol* features a solo piano as the only instrument.
2. Volume measures for *A Very Drunken Christmas Carol*, differ significantly based on the location of one's seat. The front 5 rows of the house create a much louder, vivid sound. Here decibels for the songs average around 80 dB and crescendo to 90 dB briefly during some songs. Seats towards the rear of the theater average around 72 dB*.

3. *A Very Drunken Christmas Carol* features 5 singers: 1 soprano, 1 mezzo-soprano, 2 tenors, and 1 baritone.
- *The dB scale does not take into account the timbre and resonance of a sound and is only one component of how pleasant or unpleasant one might experience a sound. Moments of music with outstanding timbre or resonance are noted below. Those who are sensitive to loud sustained notes from singers and orchestra may wish to wear noise dampening headphones. 70 dB is about the volume of a noisy restaurant. 80 dB is about the volume of a vacuum cleaner. 90 dB is about the volume of a lawn mower.

In the following guide, the performance is divided by scene, and moments of heightened sensory intensity are noted within each scene.

***A Very Drunken Christmas Carol* features no sound effects. The auditory intensity differs from each song, and from where each audience members sits. Therefore, there are no overall moments of auditory intensity to note.**

Key to Symbols

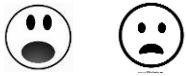



Emotional Intensity



Surprise

Scene	Sensory Category	Heightened Sensory Moments
ACT I Scene 1 After Time to Say Olive Garden		- A character enters down the stairs on the left side as you are facing the front.
Scene 2		
Scene 3 The Tomb Scene		- Based on Romeo and Juliet, at the climax of the song the Tenor takes a clearly fake knife and stabs himself.

<p>Scene 3</p> <p>Queen of the Night</p>		<ul style="list-style-type: none"> - The Soprano is very angry with the Tenor. She interacts with him in a comedic, violent manner. At times she smashes a bottle and threaten him with it, steps on him and hits him in the head with her arm.
<p>ACT II</p> <p>Scene 4</p> <p>Carmen</p>		<ul style="list-style-type: none"> - At the conclusion of the song the Mezzobot pulls out a knife and stabs herself
<p>Scene 5</p>		