**Big Finish** – Pre show Information

This information is to help you decide if **Big Finish** is for you. Content notes, including what happens in the show, are further in the document.

Big Finish is still in development so some elements may change.

The Space

- This performance takes place in the Council Chamber.

- The audiences are seated on a rake that takes up most of the room.

- The performance takes place in front of the rake.

The Performers

* Figs in Wigs are (left to right) Sarah Moore, Alice Roots, Rachel Porter, Suzanna Hurst and Ray Gammon



Lighting and Sound

* There is different lighting throughout. There are moments of complete darkness.
* There is loud music and sound used at different times in the show. There will be loud storm sound effects and live violins.
* There are flashing lights.
* There is haze used in the show.
* The Performers will talk over the music, and sometimes shout.

Participation

* The performers will speak to each other and the audience.
* There is no audience participation.

Content Notes

* The show is performed by five performers, wearing matching outfits.
* The performers will speak to the audience, perform movement in time to music, and play violins.
* The show is about endings, the end of world, and the end of a career. The show is also about friendship, collaboration and new beginnings.
* There will be mentions to the climate catastrophe, death, and the apocalypse.

Access Information

* The show is 60 minutes long.
* Latecomers will be permitted
* All performances are Relaxed. This means you can move or make noise if you need to and can go in and out of the performance space
* Ear defenders are available to borrow from the box office for anyone who might find these useful
* There is an accessible toilet on every floor of the building
* There is a chill out space outside the performance space that is available anytime the building is open

If you would like to know more about the performance, please contact [access@bac.org.uk](mailto:access@bac.org.uk)