

# **MR. SCROOGE AND THE SPIRITS OF CHRISTMAS FIRST**

by Susan A. J. Lyttek

## **Performance Rights**

It is an infringement of the federal copyright law to copy this script or perform this play without an official license. The license granted to the original purchaser may not be transferred or used by any other individual, church, group or organization. All rights are controlled by Eldridge Publishing Co., Inc. Call the publisher for complete licensing information. On all programs and advertising, the author's name must appear as well as this notice: "Produced by special arrangement with Eldridge Publishing Co."

PUBLISHED BY  
**ELDRIDGE PUBLISHING COMPANY**  
**95church.com**

© 2000 by Eldridge Publishing Co., Inc.

Download your complete script from Eldridge Publishing

<https://95church.com/mr-scrooge-spirits-of>

## STORY OF THE PLAY

For over a hundred years, people have loved Charles Dickens' *A Christmas Carol*. Every year thousands look forward to seeing it performed – either on stage or on TV. But did Dickens go far enough with the story? Mr. Scrooge learned to love his fellow man, but did he learn to love God?

In **Mr. Scrooge and the Spirits of Christmas First**, Marley returns one year after the events of *A Christmas Carol*. Scrooge has become a more generous and loving man. But when he protests that he keeps Christmas, Marley responds, "Yes, but does Christmas keep you, old partner?" He warns Scrooge that three more spirits will visit him this Christmas Eve. When the Spirits – Faith, Hope and Love – appear, they take Mr. Scrooge back in time to witness scenes from the first Christmas. But Scrooge refuses to see that something is missing in his life. Only when the third Spirit, Love, reveals himself as Jesus does Scrooge understand the real meaning of Christmas. The drama ends with Scrooge surprising the Cratchit family to join them for Christmas morning church service.

**CHARACTERS**

*(Minimum cast requirement, with doubling, 8 players.)*

**MR. EBENEZER SCROOGE**  
**BOB CRATCHIT**  
**TOWNSPEOPLE**  
**BEGGAR**  
**GHOST OF JACOB MARLEY**  
**FIRST SPIRIT (FAITH)**  
**ANNA**  
**ANGEL**  
**SECOND SPIRIT (HOPE)**  
**1ST SHEPHERD**  
**2ND SHEPHERD**  
**3RD SHEPHERD**  
**ANGELIC CHORUS**  
**THIRD SPIRIT (LOVE/JESUS)**  
**JOSEPH**  
**MARY**  
**CHILD/BOY**  
**WOMAN**  
**TINY TIM**  
**MRS. CRATCHIT**

**Time:** Christmas Eve in the mid-19th Century.

**Place:** England.

*(Performance time: About 35 minutes.)*

### **Production Notes**

*The play can be performed with simple props and sets.*

**Props:** Sign for “Scrooge and Cratchit,” piles of snow, door knocker on Scrooge’s door, key, bed or chair, window, urn or censer at temple, shepherd’s crooks, manger scene (including manger and doll), steeple for church, appropriate backdrops.

**Sets:**

Exterior: A street in 19th century England. Buildings crowded together along a cobblestone street. Above one warehouse door on the left side of the stage is a sign that says “Scrooge and Cratchit.” At the end of street SL is a church front. At the other end of the street/stage is Scrooge’s home, an old city residence with a door that has a lion’s head door knocker. Piles of yesterday’s snow remain on the ground here and there.

Interior: Scrooge’s bedroom. Soft chair, window. Other furnishings are optional. It should look comfortable. The setting takes up less than half of the stage so that Scrooge can “travel” easily to the locations he will visit with the three SPIRITS: the temple, a hillside near Bethlehem and the nativity, all represented with appropriate backdrops.

**Props:**

Sign reading “Scrooge and Cratchit”; piles of snow; coin; door knocker on Scrooge’s front door; key; chair; window; urn or censer at temple; shepherd’s crooks; manger with wrapped doll baby.

**Sound Effects:** Organ music, clock chimes, birds singing, optional church bells.

**Special Effects:** Stage smoke.

**Scene 1**

*(AT RISE: SCROOGE and CRATCHIT enter from the warehouse door SL.)*

BOB CRATCHIT: *(Pulling scarf around himself.)* Brisk one, today, eh Ebenezer?

EBENEZER SCROOGE: *(Locking the door as he talks.)* To be sure, Bob. To be sure. *(Chuckling.)* But we never knew it with our coal fire burning so merrily!

CRATCHIT: You're right about that. *(Hesitates.)* Tim wanted me to ask you about tomorrow, Ebenezer. I promised I would ask again.

SCROOGE: *(With mild irritation.)* Now, Bob, you know I love that child. But you must convince him to stop asking me to church.

CRATCHIT: But the spirits last year ...

SCROOGE: *(Interrupting.)* Made mankind my business, not God.

CRATCHIT: *(Giving up.)* As you say. *(Turns to go.)* We'll see you tomorrow, Eb?

SCROOGE: *(Humor restored.)* Lions and tigers would have to keep me away from Mrs. Cratchit's plum pudding! And I do have something special for Tim.

CRATCHIT: *(Smiling thoughtfully.)* You'll spoil that boy silly. *(Starts walking.)* Merry Christmas, Mr. Scrooge!

SCROOGE: *(Also walking and tipping his hat.)* Merry Christmas, Mr. Cratchit! *(Smiles and tips hat to everyone he passes. Three or four TOWNSPEOPLE, walking home or shopping, cross the stage. Scrooge greets them all.)* Merry Christmas, my good man. Merry Christmas, madam. *(Drops a large coin in a BEGGAR'S hat.)* Get a fresh start, my friend.

BEGGAR: Bless you, sir. God bless you!

SCROOGE: *(Grumbles a little.)* Can't anyone keep God out of kindness? *(Shakes it off and smiles, to himself.)* I am blessed, though. To think it was just a year ago that the spirits did their work on me. What a joy it has been to love people again.

*(Reaching his home, begins to unlock the door. The mouth of the knocker opens and MARLEY'S VOICE speaks.)*

MARLEY/DOOR KNOCKER: Scroo—oo—ooge!

SCROOGE: *(Looking around. But it is suddenly darker and no one is on the street.)* What? Who?

MARLEY: Scroo—oo—ooge!

SCROOGE: *(Hand frozen on doorknob and key in lock.)*  
Jacob? Jacob Marley, is that you? *(Hears nothing more, so enters door.)*

*(A chained and ragged MARLEY appears to walk out of the door in full form and follows SCROOGE – a cloud of smoke can hide his arrival. Marley follows Scrooge into his room.)*

**End of Scene**

## **End of Freeview**

Download your complete script from Eldridge Publishing

<https://95church.com/mr-scrooge-spirits-of>

Eldridge Publishing, a leading drama play publisher since 1906, offers more than a thousand full-length plays, one-act plays, melodramas, holiday plays, religious plays, children's theatre plays and musicals of all kinds.

For more than a hundred years, our family-owned business has had the privilege of publishing some of the finest playwrights, allowing their work to come alive on stages worldwide.

We look forward to being a part of your next theatrical production.

Eldridge Publishing... for the start of your theatre experience!