Bagley Wright Theater

The performance takes place at Seattle Rep's Bagley Wright Theater in Seattle, WA. This theatre is located at the front of Seattle Rep.
General Considerations

- This production uses haze and smoking
- Approximately 1 hour 40 minutes with no intermission
- Note that decibel levels recorded for this guide include times of applause. Sound levels will vary depending on the specific audience.

SENSORY IMPACT KEY

- Auditory Impact (Loud volume/high pitch/complex sound)
- Visual Impact
- Emotional Impact
- Strobing - possible impact for those with photosensitive epilepsy
<table>
<thead>
<tr>
<th>TIME INTERVAL</th>
<th>DESCRIPTION</th>
<th>SENSORY IMPACT</th>
</tr>
</thead>
</table>
| 0:00-10:00     | • Lights turn on/off suddenly  
                  • Some complex sounds  
                  • Buzzer sounds  
                  • Yelling/shouting  
                  • Up to 98 dB(A) | ![Listener icon] ![Eye icon] |
| 10:01-20:00    | • Instances of sudden blackouts  
                  • Abrupt sounds  
                  • Yelling/Shouting  
                  • Up to 100 dB(A) | ![Listener icon] ![Eye icon] |
| 20:01-30:00    | • Winter storm sound effects  
                  • Some complex sounds  
                  • Moving light effects  
                  • Up to 92 dB(A) | ![Listener icon] ![Eye icon] |
| 30:01-40:00    | • Bright camera flash  
                  • Abrupt lighting effects  
                  • Some complex sound  
                  • Up to 95 dB(A) | ![Listener icon] ![Eye icon] |
| 40:01-50:00    | • Lights turn on/off suddenly  
                  • Abrupt sounds  
                  • Up to 94 dB(A) | ![Listener icon] ![Eye icon] |
| 50:01-60:00    | • Sudden blackout  
                  • Storm sound effects  
                  • Some complex sounds  
                  • Yelling/shouting  
                  • Up to 101 dB(A) | ![Listener icon] ![Eye icon] |
<table>
<thead>
<tr>
<th>TIME INTERVAL</th>
<th>DESCRIPTION</th>
<th>SENSORY IMPACT</th>
</tr>
</thead>
<tbody>
<tr>
<td>60:01-70:00</td>
<td>• Brightly lit stage &lt;br&gt;• Sudden loud sounds &lt;br&gt;• Yelling/shouting &lt;br&gt;• Up to 98 dB(A)</td>
<td>![Headphones] ![Eye]</td>
</tr>
<tr>
<td>70:01-80:00</td>
<td>• Some complex sounds &lt;br&gt;• Yelling/shouting &lt;br&gt;• Up to 96 dB(A)</td>
<td>![Headphones]</td>
</tr>
<tr>
<td>80:01-90:00</td>
<td>• Sudden sounds (smacking surface, clapping hands) &lt;br&gt;• Some complex sounds &lt;br&gt;• Yelling/shouting &lt;br&gt;• Up to 102 dB(A)</td>
<td>![Headphones]</td>
</tr>
<tr>
<td>90:01--End</td>
<td>• Some complex sounds &lt;br&gt;• Yelling/shouting &lt;br&gt;• Sudden blackout &lt;br&gt;• Explosion sound (vibration) and lights &lt;br&gt;• Up to 103 dB(A)</td>
<td>![Headphones] ![Eye]</td>
</tr>
</tbody>
</table>

This is a list of possible sensory impacts you may experience while viewing this performance. Part of the magic of live theatre is that unexpected things happen, so not every moment can be accounted for.