

# SENSORY GUIDE



SEATTLE  
**REP**



SENSORY ACCESS  
ACCESS FOR ALL





# General Considerations

- Total Duration: approximately 2 hours 30 minutes with one 15-minute intermission
- This production includes the following: blood profanity, and theatrical haze
- This production includes mentions of: attempted suicide, death, domestic abuse, border-related violence, self-harm, and sexual assault
- This production includes depictions of: gun violence (sound only), sex, and vehicular death
- In general, this show has moderate auditory impact, low visual impact, high emotional impact, and minimal strobing-like impact.

### Common Decibel (dB levels)

70	Office/classroom chatter
80	Busy traffic, dog barking
90	Hairdryer
100	Lawnmower, construction site
110	Concert, night club
120	Police siren, airplane taking off

## Sensory Impact Key

-  Auditory Impact (loud volume, high pitch, complex sound, etc.)
-  Visual Impact
-  Emotional Impact
-  Strobing (possible impact for those with photosensitive epilepsy)



# ACT ONE

## Interval

## Description

## Sensory

0:00-9:59

- High emotional intensity
- Shouting/arguing
- Sudden loud sounds and movement ("jumpy")
- Crash sound effects
- Up to 95 dB



10:00-19:59

- Emotional content about grief
- Complex noise
- School bell sound effect
- Moving lights
- Banging
- High-pitched sound



20:00-29:59

- Yelling/shouting



30:00-39:59

- Complex noise
- Loud sounds and music
- Screaming
- School bell sound effect
- High-pitched sounds
- Up to 90 dB



40:00-49:59

- Bright, flashing lights
- School bell sound effect
- Screaming
- Up to 89 dB



# ACT ONE

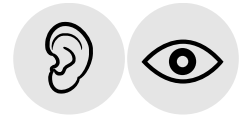
Interval

Description

Sensory

50:00-59:59

- Screaming
- Bright, flashing lights
- Loud music
- Up to 94.4 dB



60:00-69:59

- Screaming and yelling
- Emotional content
- Up to 86.5 dB



# ACT TWO

Interval

Description

Sensory

0:00-9:59

- Loud screech/yells
- Up to 87.2 dB



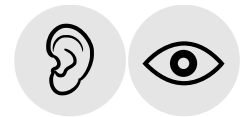
10:00-19:59

- Screaming/shouting
- High-pitched feedback sound
- High emotional impact
- Bright/flashing lights
- Up to 87.2 dB



20:00-29:59

- Complex noise
- Moving lights
- School bell sound effect



30:00-39:59

- High emotional intensity
- High-pitched sounds
- Depiction of serious self-harm
- Flashing lights



40:00-49:59

- Loud shrieking



# ACT TWO

Interval

Description

Sensory

50:00-59:59

- Sudden gunshot sound effects
- Screaming/yelling
- High emotional intensity
- Up to 95.3 dB



60:00-69:59

- Loud yelling
- Up to 96.5 dB



# BAGLEY WRIGHT THEATER

## BAGLEY WRIGHT THEATER

