GENERAL CONSIDERATIONS

- Duration: Approximately 2 hours 30 minutes including one 15-minute intermission.
- The decibel levels recorded in this guide account for moments of applause; sound levels may vary depending on the specific audience.
- In summary, this production delivers a high auditory experience, a low-to-moderate visual impact, high emotional intensity, and no strobing effects.
- This Sensory Guide was developed following an audit on 01/24/2024 at Seattle Rep. The audit was conducted by a member of the Sensory Access team who is neurodivergent and hyperacoustic. The information in this guide should not be relied on for performances at different locations.

SENSORY IMPACT KEY

- Auditory Impact
- Visual Impact
- Emotional Impact
- Strobing Effects

COMMON DECIBEL (DB) LEVELS

<table>
<thead>
<tr>
<th>Decibel</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td>Office/classroom chatter</td>
</tr>
<tr>
<td>80</td>
<td>Busy traffic, dog barking</td>
</tr>
<tr>
<td>90</td>
<td>Hairdryer</td>
</tr>
<tr>
<td>100</td>
<td>Lawnmower, construction site</td>
</tr>
<tr>
<td>110</td>
<td>Concert, night club</td>
</tr>
<tr>
<td>120</td>
<td>Police siren, airplane taking off</td>
</tr>
<tr>
<td>TIME</td>
<td>DESCRIPTION</td>
</tr>
<tr>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| 0:00 - 10:00 | • Complex noise  
• Blackout  
• Loud music and sound effects  
• Jumpy moments  
• Yelling  
• Up to 99.6 dB | ![Ear, Eye, Sad Face] |
| 10:00 - 20:00 | • Emotional impact  
• Jumpy moments  
• Flashing/strobing effects  
• Loud door slam  
• Loud music  
• Complex noise  
• Yelling  
• Up to 96.7 dB | ![Head, Ear, Eye, Sad Face] |
| 20:00 - 30:00 | • Complex noise  
• Yelling  
• Set item with flashing lights  
• Loud music  
• Depictions of violence  
• Up to 98.2 dB | ![Ear, Eye, Sad Face] |
| 30:00 - 40:00 | • Loud music and sound effects  
• Complex noise  
• Jumpy moment  
• Up to 95.4 dB | ![Ear, Sad Face] |
| 40:00 - 50:00 | • Yelling  
• Loud music  
• Up to 96.3 dB | ![Ear] |
## ACT ONE

<table>
<thead>
<tr>
<th>TIME</th>
<th>DESCRIPTION</th>
<th>SENSORY</th>
</tr>
</thead>
</table>
| 50:00 - 60:00 | - Loud sound effects  
              | - Complex noise  
              | - Yelling  
              | - Depictions of violence  
              | - Up to 97.4 dB | ![Ear, Eye, Sad Face] |
| 60:00 - 70:00 | - Loud music  
              | - Yelling  
              | - Emotional impact  
              | - Siren sound effects  
              | - Flashing lights  
              | - Depictions of violence  
              | - Up to 93.4 dB | ![Ear, Eye, Sad Face] |
| 70:00 - 80:00 | - Yelling  
              | - Loud music  
              | - Complex noise  
              | - Flashes of light  
<pre><code>          | - Up to 97.4 dB | ![Ear, Eye] |
</code></pre>
<table>
<thead>
<tr>
<th>TIME</th>
<th>DESCRIPTION</th>
<th>SENSORY</th>
</tr>
</thead>
</table>
| 0:00 - 10:00 | • Yelling  
• Loud music  
• Tap dancing  
• Some high-pitched sound effects  
• Loud whistle  
• Flashing lights and strobing effects  
• Up to 101.5 dB | ![Lightning, Ear, Camera] |
| 10:00 - 20:00 | • Yelling  
• Loud sound effects  
• Up to 91.6 dB | ![Ear] |
| 20:00 - 30:00 | • Loud sound effects  
• Complex noise  
• High-pitched feedback sounds  
• Emotional impact  
• Yelling  
• Up to 93.9 dB | ![Ear, Sadness] |
| 30:00 - 40:00 | • Yelling  
• Loud music  
• Up to 98.0 dB | ![Ear] |
| 40:00 - 50:00 | • Sudden lighting change  
• Loud music  
• Flashing lights  
• Up to 94 dB | ![Ear, Camera] |
| 50:00 - 60:00 | • Loud music and sound effects  
• Yelling  
• Some high-pitched notes  
• Emotional impact  
• Actors in aisles  
• Flashes of lights  
• Sudden blackout  
• Up to 106.4 dB | ![Ear, Camera, Sadness] |
BAGLEY WRIGHT THEATER

Bagley Wright Theater

Stage

Orchestra

Balcony

Section 1
Section 4

Section 2
Section 5

Section 3
Section 6

A+ A B C D

Wheelchair-accessible seating and companion seating
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