



## **Welcome to this Sensory-Friendly performance of 'A Midsummer Night's Dream'.**

### **What is a Sensory-Friendly performance?**

- These performances make it possible for neuro-divergent individuals, those with Post-Traumatic Stress Disorders, and people with sensory processing challenges to attend the theater without worry of judgment or needing to leave because of unexpected triggers happening onstage.
- We aim to create an atmosphere where people of all abilities can be comfortable and get the most fulfilling experience out of our shows.

### **What is the difference between a Sensory-Friendly performance and a regular one?**

- The performance will be identical to other performances, but there will be a purple cue light that will turn on about 5-10 seconds before a triggering moment. The lights are located near the top of the theatre, to the left and right of the stage. During the pre-show speech they will flash briefly so you can locate them.
- We have created a list of moments in the play (reverse side) to let patrons know when an intense moment is about to happen, giving you a chance to prepare accordingly.

**Turn to the back for a list of potentially triggering moments in this play.**



# 'A Midsummer Night's Dream'

## Sensory Friendly Guide

**This list contains moments in the show that may be triggering for some audience members.**

**General Warnings: Haze is used in this performance.**

- 1 - Sudden yelling from the back of the audience as Egues enters to address Theseus.
- 2 - Thunder storm and alarm after Theseus tells Hermia she must either marry Demetrius, or become a nun or die. Thunder storm continues under dialogue.
- 3 - Thunder after Hermia agrees to leave Athens with Lysander.
- 4 - Chaotic yelling after Helena decides to tell Demetrius of Hermia and Lysander's plan.
- 5 - Flashing lights when Puck goes to find the love-in-idleness flower.
- 6 - Thunder after Oberon charms Titania with the love-in-idleness flower.
- 7 - Yelling and slamming the trunk closed after Lysander wakes up.
- 8 - Chaotic yelling after Hermia wakes up and leaves to find Lysander
- 9 - Chaotic sequence after Bottom with a donkey head is revealed
- 10 - Puck flies in from ceiling after coming back from intermission
- 11 - Thunder after Demetrius wakes up.
- 12 - Screaming and loud noise every time Hermia runs to attack Helena (happens 3x)
- 13 - Flashing lights every time Puck strums guitar during his spell on the lovers (happens 4x)
- 14 - Gunshot sound made by Theseus to wake up the lovers after they find them in the forest.
- 15 - First Fairy flies in from ceiling while singing.

***Thank you for coming to see this Sensory-Friendly performance of 'A Midsummer Night's Dream'!***