



## Welcome to Trinity Rep's Sensory Friendly Season

Our sensory friendly season ensures an atmosphere where people of all abilities can be comfortable and get the most fulfilling experience out of our shows. Tonight's performance will be identical to other performances of the show, but 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. These accommodations make it possible for people with Autism Spectrum Disorders, Post-Traumatic Stress Disorders and Sensory Processing Disorders to attend the theater without worry of judgment or needing to leave because of unexpected triggers happening onstage. We also prepare social stories which help patrons get to know the theater and what to expect before even stepping foot into building. For more information, visit our sensory friendly website at [www.trinityrep.com/box-office/accessibility/](http://www.trinityrep.com/box-office/accessibility/) Thank you for your support of Trinity Rep's commitment to accessibility for all!

If you are interested in hearing more about our sensory friendly programming, email Jordan Butterfield at [jbutterfield@trinityrep.com](mailto:jbutterfield@trinityrep.com).

## Terms for Neurotypical Audience Members

- **Stimming:** This is a technique used by some patrons with different abilities to deal with excitement, nerves, overstimulation, and fear. This can manifest as hand wringing, flapping, spinning, rocking, or clapping.
- **Sensory overload AKA "vestibular function":** The feeling of imbalance or disorientation of where things are. This occurs often to people with disabilities so they need help, which leads to self-soothing by stimming as well. Audio sensory overload for some patrons may result in humming or making calm noises.
- **Repetitive speech:** Some patrons may repeat phrases, quotes, or speech. Some repetitive phrases are said to aid comprehension. Others repeat direct quotes, such as from movies, as a calming technique.
- **Tics:** Tics are involuntary physical movement that are caused by stress.
- **Non-Verbal Communication:** Not all people use oral communication to speak. Some patrons may need to use sign language to communicate or may have difficulties communicating.
- **Touch sensitivity:** Some patrons may be very uncomfortable with touch and others may need weighted vests or blankets to feel comfortable.
- **Fidget Toys:** Community members with disabilities may need these toys during a performance. They use fidget toys to relieve stress and anxiety so they can enjoy and focus on the show. You may see stress balls, fidget cubes, drawing pads, and putty. The most common example is fidget spinners.
- **Warning sheets/lights:** On the other side of this page is a list of warnings that we created for this production. Since we are keeping the theater dark, they may need to shine a light in order to refer to these warnings during the show

## Sueño Sensory Friendly Guide

General Notes:

- There will be the use of strobe light to simulate thunderstorms.
- Blood will be shown on stage.
- In some of the transitions, a loud studio bell will go out.
- When Astolfo makes his entrance, it will be accompanied by loud music.
- Particularly loud/abrupt/bright moments will be indicated in **bold text** and have a green warning light

## **Sueño Sensory Friendly Guide Continued...**

### **ACT ONE**

- **After the recording says, “Enjoy the show”, there is a small blackout, the sound of violin, a strobe light effect and loud sound of thunder.**
- **After Clotaldo shouts, “is there any milk in the kingdom,” there is a loud sound of thunder and strobe light. During the introduction of the characters, lights will blink before they start swirling all around the theatre and loud music plays alongside feet stomping.**
- Along with the loud filming bell, there will be a abrupt light change followed by a bang after the announcer says, “Daniel Duque Estrada as Segismundo.”
- After Clarin says, “otherwise you’d have to watch both our horses taking off,” there will be a loud sound of horse hooves.
- As Clarin says, “tampered with,” the sounds of wolves howling are heard.
- When Rosaura says, “nightmare enter the world of sleeping,” loud chain banging is heard.
- Actors enter running in the aisles as the lights become bright after Rosaura says, “Yes, but the first to know about me is this: I am...not a...”
- As Clarin says, “You for instance,” there is a loud bang as he is beaten.
- As Clotaldo holds Rosaura’s sword, a spotlight becomes bright accompanied by the sound of twinkling.
- As the set bell rings, there is a bright light that abruptly goes on after Clotaldo says, “I don’t know which of us has the greater trouble my friend.”
- As Astolfo says, “I could go on,” there is a strum of a guitar, a triangle being played and a ding.
- **When Basilio enters, there is a loud trumpet sound after Estrella says, “I might be talked into wanting you.”**
- **As soon as Basilio says “It’s a lie”, loud thunder is heard as a strobe light goes off.**
- As Clotaldo says, “he has your eyes sire,” there is an echo.
- During the following monologue, Basilio will stomp as he lists his ideas. Basilio says, “I have three thoughts today.”
- As Rosaura says “Astolfo, Duke of Warsaw,” the lights dim for a moment as loud music is heard.
- As Rosaura says, “I lack his ultimate weapon,” Clarin bangs the sword on the floor.
- The theatre goes into complete darkness after Rosaura says, “I’ve said too much.”
- **When Clotaldo says, “It’s like a calming, killing gas is blanketing the sky”, there is the use of the strobe light and the loud sound of thunder.**
- Before Clotaldo says, “Segismundo’s sleeping in your bed, sire,” a bright light fills the theatre.
- A blue light goes on abruptly as Segismundo enters in his royal garments after Clarin says, “The slave part’s not perfect.”
- A spotlight abruptly comes on and it is followed by loud trumpet music. After Astolfo says, “I am...Astolfo, Duke of Warsaw.”
- **Segismundo gouges out the eyes of a servant which will result in the sight of blood. This is accompanied by a violin being played with a frenzy after Segismundo says, “I can’t? Did you say I can’t?”**
- **Thunder and strobe lights are used three times during the following conversation between Basilio and Segismundo. Segismundo: “Since I’ve lived without those things all my life.”**
- The aisle lights are lit up as Segismundo says, “Lady say.”
- As Rosaura says, “Bring someone fool,” Clarin runs around the brightly lit aisles screaming for help.

- **During the following sword fight, jungle drums are played, the theatre is lit in red, swords are clinked. It all ends when the loud trumpets as the lights brighten. After Astolfo's line, "I may kill a member of the royal family in self-defense."**
- The door slams loudly as Segismundo says, "That's the only way to repay you for the way you raised me."
- **The studio bell rings as the lights come up brightly when Basilio says, "There you'll know that every good thing that's happened today in your imagination."**

#### INTERMISSION

#### ACT TWO

- As soon as Basilio repeats the lines, "There you'll know that every good thing that's happened today in your imagination", there is a loud rewind sound that is accompanied by blinking lights.
- Estrella rings her bell and it is followed by an abrupt bright light after Astolfo says, "I'll give it to you and you can destroy it."
- Rosaura screams loudly as Astolfo says "no".
- **After Astolfo says, "Does that mean the engagement is off", there is loud music as he poses before the transition. The transition itself brings the loud music along with a brightly dim light.**
- There is the sound of snoring and water dripping after Segismundo says, "And what is God himself but the greatest dream of all?"
- **As Clarin says, "The Shadow God of Oblivion and secrets," loud drums and screams are heard as a couple of soldiers enter the aisle.**
- As the first soldier says, "Astolfo, Duke of Warsaw," a bright light is lit in the aisle and is accompanied by loud music.
- A bright spotlight is lit after Clotaldo says "on the battlefield."
- **As Segismundo says "Let's Go", the transition happens with loud music and light swirling around the theatre.**
- Actors come down the aisle and the lights dim after Basilio says, "Every Soldier is welcome."
- **The battle scene is intense with bright red light, swords clanking, loud drums, and a whirling sound after Segismundo says, "Sound the Alarm."**
- **As Basilio says, "We must escape to the new World before Segismundo finds me," a loud gunshot is heard before Clarin appears covered in blood.**