

WE'RE LIFTING THE CURTAIN ON RELAXED PERFORMANCES



Relaxed Performances are *specially adapted* shows that are designed to welcome audience members who would benefit from a *more relaxed environment*, including those with *sensory sensitivities, dementia, autism spectrum disorders, learning disorders, or anyone who may find theatre visits challenging*.

While this pack is tailored to our Relaxed Performance, it may still be beneficial for those who want to familiarise themselves with the venue and have a *better understanding* of their theatre journey ahead of their visit.

Any sections that are specific to our *Relaxed Performance* only have a **blue border**.

Sunday 30th November
Start time: 11am

OUR RELAXED PERFORMANCE:
Interval: Approx 12.10pm (will last for 20 minutes)

Finish Time: Approximately 1:30pm
(but it may go on longer!)

Relaxed performances at Lichfield Garrick Theatre have an adapted environment for anyone who would benefit from a more relaxed and supportive atmosphere than a standard show. You'll notice that noise and movement is slightly more subdued, and we encourage anyone who attends to be supportive of this. Audience members are permitted to leave and re-enter the auditorium as they please. We make slight adjustments to sound and lighting, with removal of pyrotechnics and sudden loud noises. Visually, there is some haze used to assist lighting effects, but low fog (smoke effects) are not used. The story is still presented in its entirety, with no omission of scenes or songs.



For anyone who needs to leave the show, we do offer a Quiet Space outside the Main Auditorium (located in our Lounge Bar area). This space offers a sanctuary away from the action of the Main Auditorium should you feel overwhelmed or require some time away.

This area is for use at audience discretion and will be signposted upon arrival. If you would like to view it prior to the show, simply ask a member of staff. As pictured, this space will include a tent with soft lighting, cushions, blankets and fidget toys. We also provide child and adult ear defenders if someone is feeling particularly overstimulated.

*PLEASE NOTE START & END TIMES MAY DIFFER DUE TO THE NATURE OF THE SHOW

At the start of the show, Buttons (played by Ben Thornton) will introduce some of the characters and set the scene. This will take about 10 minutes, and then the show will start.

During the show, the audience are encouraged to shout out and join in at certain points. If you find this noise difficult, the theatre can provide you with ear defenders (we have four pairs, so these will be given out first come first serve), or you are welcome to bring your own.

THERE ARE TWO ENTRANCES AVAILABLE TO USE UPON ARRIVAL AT THE THEATRE

YOUR VISUAL JOURNEY: GETTING TO THE VENUE

CAFÉ BAR ENTRANCE & MAIN ENTRANCE

One is the **Café entrance**, which is located at the **side** of the building and has a pink canopy. If you are approaching from the bus/train station, then it will be the first entrance you will see, and it will be located on your right. The door will enter straight into our Café, where you will be able to buy food or drink or panto merchandise whilst there. There is both stair and ramp access to this door.

When you enter the doors, you will be in the theatre's **Box Office**. If you need to collect your tickets, then please do so from here. If you already have your tickets, then please feel free to head upstairs.

The other will be the **Box Office entrance**. This is located next to the entrance to the **Three Spires Shopping Centre** and is **opposite the St Giles Charity Shop**. If approaching from the shopping centre, then this will be the first entrance you encounter on your left. The entrance is marked by a pink sign saying Lichfield Garrick Theatre.

If you struggle with stairs, then our lift can help you access the other areas of the theatre.



**CAFÉ ENTRANCE
(SIDE OF BUILDING)**

*TURN LEFT AND THEN RIGHT FOR BOX OFFICE WHEN USING THIS ENTRANCE
THIS WILL BE THE FIRST ENTRANCE YOU SEE IF WALKING DIRECTLY FROM
LICHFIELD CITY TRAIN STATION (VIA BUS STATION CAR PARK)



**BOX OFFICE THROUGH
MAIN ENTRANCE**

*PLEASE NOTE THAT OUR STAFF ARE UNABLE TO PROVIDE YOU WITH PERSONAL
ASSISTANCE, FOR INSTANCE: USE OF THE BATHROOM



MAIN ENTRANCE

*THIS ENTRANCE IS DIRECTLY OPPOSITE ST GILES CHARITY SHOP AND WILL GIVE
IMMEDIATE ACCESS TO OUR BOX OFFICE AREA

GETTING INTO THE AUDITORIUM

2

There are **multiple doors** for entering the auditorium where you will watch the show; your **ticket will tell you** which door you need to use.



Door A is located in the **Café** and is used for accessing seats in the **half of the auditorium closest to the stage.**



Doors B and C are in our **rear stalls**, on the first floor, and are used for **accessing the seats in the half of the auditorium furthest from the stage.** Door B is for seats located on the right; Door C is for seats located on the left.



Doors D and E are located on the **top floor** and are used for accessing seats in our **circle balcony**, Door D is for seats located on the right; Door E is for seats located on the left.

If you have any trouble locating your auditorium entrance, a member of staff will be happy to assist you.



LOOKING FOR A MEMBER OF STAFF?

Look for... **Black shirt** with **pink logo** | **Black trousers** | **Black Name Badge**

If you need a Duty Manager, they will be dressed smartly in their own clothes but will still have a white name badge and a lanyard with keys on.

INSIDE THE AUDITORIUM

3

- When entering the Auditorium, you will be asked to **show your ticket** to the usher at the door. They will check your seat number and give you guidance on whereabouts your seat is located.



- When the show begins, the lights in the auditorium may **dim a little**, but will remain on.



- All seating in our auditorium is **reserved**, so you will need to go to the seat specified on your ticket.
- An example of a seat number is D17. This would mean that you are in row D (this row is four rows from the front of the stage, and the **letters are signposted on the floor at the end of each row**). Your seat is 17 seats across the auditorium if counting from left to right (all seats have a number listed on them).
- The sound of the show will be played at a **reduced volume** throughout, it will still be audible, but this will reduce the impact of loud noises in the show.
- You are **allowed to make noises** if you wish to during the show; in fact, at some points you are encouraged to!
- If at any point you would like to have some quiet time, there is a **breakout space in the Lounge Bar** (this can be found directly one floor above our Café) - it will be clearly signposted, and you can ask to be shown the space by a member of staff.
- You are **free to get up from your seat and move around** as needed during the show.
- There will be **multiple members of staff** in the auditorium with you should you need assistance.
- There will be an **interval halfway** through the show. This will mean that the show will pause, and if you would like to go to the toilet or purchase food or drink without missing any of the show. The interval will last for twenty minutes.
- There will be an **announcement** over our speaker system to let you know when the show is about to begin again. Staff members will also be informing people that the show will be starting again soon.
- When the show finishes, you will need to leave the auditorium, and then the theatre, using your nearest available exit. If you are exiting through Door A, then your nearest exit will be in the Café. If you are exiting through Doors B, C, D or E, then your nearest exit will be in the Box Office.



ADJUSTMENTS TO THE SHOW

- The show will begin with a **short introduction** from a member of the show company, **introducing a selection of the actors** who may appear frightening, and any show effects which may cause alarm without pre-warning.
- You are **not required to remain in your seat** for the duration of the show and may get up and move around freely as you wish to.
- The volume of all sound cues, including music is **reduced**.
- During the show, the house **lights may be dimmed** a little bit but will always remain on so that the other members of the audience, and any light needed for traversing the auditorium is visible.
- Sudden flashes or bangs**, including the use of **strobe**, are **removed from the show**.
- Minimal fog** is used within the show, and any use of **water-based haze (vapour)** is **reduced**.
- No flashing toys** are sold or are allowed to be used in the theatre during a relaxed show day.
- Members of staff will be present at all entrances to the auditorium.

NOTABLE MOMENTS IN THE SHOW

There is a **ghost** who features in the show, who appears during a song and spends most of their time being very silly! This is one of the moments when the audience may be encouraged to participate in the action on stage.

At the **end of Act 1** a horse and carriage will fly out into the audience.

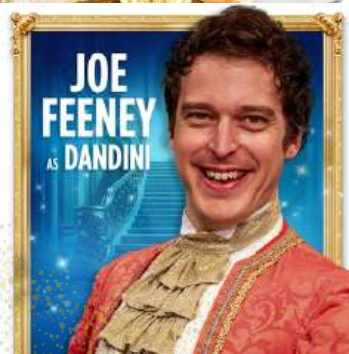
There may be **times when our characters join the audience** in the auditorium. To know when this happens, please read synopsis.



Horse and carriage will fly over the audience, usually above first few rows.



Ghost will appear during a sequence alongside the song 'ghost-busters'.



MEET YOUR CAST

ACT ONE

5

SCENES	Summar	Noteworthy
PROLOGUE	Fairy Twinklethistle rises to the challenge of securing a handsome prince for Cinderella.	Show begins with Song #1 (Bring Me Sunshine) involving ensemble.
SCENE 1: VILLAGE SQUARE	Audience is introduced to Cinderella and her best friend, Buttons. Buttons announces his love for Cinderella before the wicked stepsisters (Aldianna and Lidleena) appear. Sisters plot together to claim their deceased father's house, Hardup Hall, before breaking into Song #2 (One Way or Another) alongside ensemble.	When Buttons greets the audience with "alright gang", audience replies with the same greeting. Buttons will also introduce audiences to his 'magic button'; he will encourage audiences to shout his name at high volume should anyone try to steal it. Sister's entrance will be preceded by music, Bad to the Bone! At times, they will form their plots with an evil caricature laugh. House lights will come up when sisters say they're 'on the lookout for a man' which will then be followed by one spotlight landing on a gentleman in the audience.
SCENE 2: IN THE PALACE	Fairy Twinklethistle greets the audience once again, reminding us of her plan to bring Prince Charming & Cinderella together. Dandini, the cheeky servant and best mate of Prince Charming is introduced before we meet the prince, who laments for someone to love him for who he is instead of for his money. Prince Charming suggests that him and Dandini disguise themselves as one another to bring less attention to his status. Dandini agrees before the prince breaks into Song #3 (Feeling Good) which continues into Scene 3.	Later in the scene, Prince Charming gives Dandini an elocution lesson involving some audience participation. This will be a classic (optional) call-and-response in which characters on stage say lines which they will encourage audience to repeat.
SCENE 3: FOREST	Cinderella is sent into the forest by her stepsisters to collect firewood where she comes across the Winter Fair. Song #3 restarts to coincide with the meeting of Prince Charming & Cinderella. The prince is enamoured by Cinderella who disappears at the beckon call of her stepsisters, who arrive in search of her. They swoon over the prince who distracts them with the pretend prince, Dandini. The stepsisters then engage in a course of musical-related puns before ending on a rendition of Hakuna Matata.	Continued audience interaction between stepsisters and designated gentleman. Following this, stepsisters will walk towards the Magic Button which could lead to high volumes of audience participation in the auditorium.
SCENE 4: EDGE OF FOREST	As Cinderella remains bewildered by the mysterious man she met earlier, the Fairy Twinklethistle re-enters disguised as an old woman. She offers to tell Cinderella her fortune, revealing a bright future with love and romance; Cinderella refuses to believe this. Once again, the prince (still pretending to be Dandini) and Cinderella cross paths only to be interrupted by Lidleena. Due to not learning Cinderella's name, Dandini suggests inviting every lady in the Kingdom to a ball at the Palace. The scene ends with a little taunting of Cinderella by the stepsisters before Song #4 Get Back Up Again (Reprise).	This scene includes a classic ("Oh no you won't") call-and-response as stepsisters taunt Cinderella.
SCENE 5: HARDUP HALL	Dandini and the Prince (disguised as one another) deliver invitations to the ball. Lidleena and Aldianna take them from Buttons and promise to keep Cinderella's invite safe.	Light-hearted audience participation between stepsisters and audience members.
SCENE 6: HARDUP HALL KITCHEN	Stepsisters give Cinderella a ticket for the ball only to force her to tear it up, leaving her teary and disappointed. Buttons entertains Cinderella to cheer her up before proclaiming his love for her featuring Song #5 (Close to You). Sadly, for Buttons, Cinderella only sees him as a friend and so he exits. Fairy Twinklethistle arrives disguised as an old lady before revealing herself as Cinderella's Fairy Godmother. She uses the help of Buttons (and the audience) to prepare Cinderella for the ball.	Light audience interaction between Buttons and audience. Fairy Twinklethistle will also encourage audience to cross fingers and say "I wish, I wish, I wish" to cast a spell. This will coincide with Song #6 (Firework).

ACT TWO

SCENE 7: ROYAL BALLROOM	Summary	Noteworthy
	Buttons kick starts the Royal Ball before Dandini gets the audience enthused with a rendition of Song #7 (Boom, Boom, Shake the Room). The stepsisters enter, swooning over who they think is the prince (Dandini) before he reveals the identity of the prince, who is searching for the mysterious girl he met in the woods... Following some character interaction, Cinderella arrives as Princess Crystal and the prince immediately thinks he recognises her but can't be sure. Aldianna and Lidleena interrupt with a bold rendition of Song #8 (Sexy & I Know It) quickly followed by a rendition of Gold Digger by Fairy Twinklethistle. The prince then commands Dandini to remove the stepsisters and they are taken away. Following this, the prince and Cinderella share a romantic moment with Song #9 (She's the One). Before Cinderella has the chance to reveal her true self, the clock starts chiming, and the magic spell begins to wear off; she abruptly exits leaving behind her glass slipper.	Increased use of music in this scene. At times, characters may encourage audience participation through singing and dancing. There is further interaction between the stepsisters and previously selected gentleman in the audience.
SCENE 8: EDGE OF THE FOREST	Dandini and the prince vow to find Princess Crystal (Cinderella) as they prepare to visit every house in the kingdom. Cinderella worries he won't recognise her in her rags. Meanwhile, the stepsisters sing Song #10 (Ghostbusters) with some audience participation to scare the 'ghosts' of the forest away.	In this scene, the classic Ghost Gag arises where audiences are encouraged to sing along to scare the ghosts away. Lighting is likely to be a little more subdued in this scene to create an eerie atmosphere. A ghost (fitted with a white sheet) will appear at moments throughout Song #10 and audience participation will likely be at high volume when the ghost appears behind Buttons.
SCENE 9: HARDUP HALL KITCHEN	As Cinderella hopes for the prince to recognise her, Buttons longs for Cinderella to feel the same for him. His daydream is interrupted by the stepsisters who discuss slipping their feet into the glass slipper to prove that they're the prince's match. They plot to keep Cinderella out the way by locking her in a cellar just as the prince arrives with the crystal slipper. Shortly after, we hear Song #11 (If the Shoe Fits) as the prince declares that he will marry 'whomsoever this slipper fits'. The sisters try on the slipper, which doesn't fit. Buttons uses the help of the audience to remind the prince that there's one person missing from the shoe-fitting: Cinderella. Upon realisation that Cinderella is locked in the cellar, audience begin looking for a key which is situated beneath one of the seats. Cinderella is freed and tries on the glass slipper: it's the perfect fit meaning she can finally marry her prince. Following her successful mission, Fairy Twinklethistle receives her magic wand and prepares for the wedding. Buttons and the prince put their differences aside and make friends.	A visual dream sequence of Buttons will appear on screens featuring Song #11 (They Long to Be Close to You). This will be a light-hearted and comedic montage of his daydream with accompanying music. When stepsisters are trying on the slipper, there will be a moment when Lidleena's stockings are pulled over the heads of the audience revealing some novelty underpants. Buttons, Dandini & Villagers will be in the main auditorium amongst the audience. There is some further audience participation encouraged with the trying on of the shoe in the early rows. Audience is encouraged to shout for Cinderella so that the characters can find where she is; expect higher volumes in the auditorium again. A key to the basement is pre-hidden beneath one of the seats in the auditorium, requiring some audience participation to rescue Cinderella from the cellar; house lights will increase at this point.
SCENE 10: SONGSHEET	Aldianna and Buttons do the Birthday & Shout Outs, followed by the Song Sheet.	Audience participation will be encouraged at this stage.
SCENE 11: ROYAL BALLROOM	Finale as characters bid their farewells and take a final bow. This is followed by Song #12 (I'm a Believer).	On the final song, audience will be encouraged to get up on their feet and singing along. At the end, Buttons will press his magic button, and pyros will fire whilst streamers fall from above. Whilst perfectly safe, not that the pyros will be quite loud.

Additional Guidance:

Note that audience volume can vary between shows depending on heightened levels of audience participation. *Due to the nature of the show, there will be a lot of Call-and-Response in which audience are expected to repeat lines of the cast. *Audience members reserve the right to not participate.



Should you require any further assistance or information, please email community@lichfieldgarrick.com

You can also join us for a **Familiarisation Visit** at **5pm on Wednesday 26th November**, where our staff will be happy to help you familiarise yourself with the venue prior to Sunday's performance. Thanks for reading - we hope you enjoy the show!