

SENSORY GUIDE

ROBIN HOOD



SENSORY ACCESS
ACCESS FOR ALL

GENERAL CONSIDERATIONS

- Duration: Approximately 80 minutes with no intermission.
- The decibel levels recorded in this guide account for moments of applause; sound levels may vary depending on the specific audience.
- The word “Idiot” is used.
- This Sensory Guide was developed following an audit in April 2026 at Seattle Children’s Theatre. 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 other venues.

SENSORY IMPACT KEY



Auditory Impact



Visual Impact



Emotional Impact



Strobing Effects

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 |










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| SCENE | DESCRIPTION | SENSORY |
|---------------|---|--|
| 0-10 minutes | <ul style="list-style-type: none">• Three actors in the audience walking towards the stage• Mention of physical violence• Physical fight• Emotional impact |   Up to 85 dB |
| 10-20 minutes | <ul style="list-style-type: none">• Arrows sound effects• Drum sound• Emotional impacts• Audience interaction |   Up to 92.3 dB |
| 20-30 minutes | <ul style="list-style-type: none">• Arrows sound effects• Slow motion fight sequence• Physical comedy• Audience interaction• Emotional impacts• Sword fight• Fart sound• (92.9 dB during audience interaction) |   Up to 86.6 dB |
| 30-40 minutes | <ul style="list-style-type: none">• Various musical sounds• Chirping sounds• Emotional impacts• Sword fight• Slam of wooden stick on stage |   Up to 89.6 dB |
| 40-50 minutes | <ul style="list-style-type: none">• Audience interaction• Guitar sounds• Horn sounds• Physical comedy |  Up to 78.6 dB |

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| SCENE | DESCRIPTION | SENSORY |
|---------------|---|--|
| 50-60 minutes | <ul style="list-style-type: none">• Burp sound• Harp sounds• Tickle fight• Sword fights• Audience interaction |  Up to 102 dB |
| 60-70 minutes | <ul style="list-style-type: none">• Various musical sounds• Audience interaction• Sword fight• Yelling• Stage darkens to one single light• Emotional impacts |    Up to 83.8 dB |
| 70-80 minutes | <ul style="list-style-type: none">• Emotional moment• Blackout |   Up to 72 dB |
| Bows | |  Up to 89.3 dB |

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