



INDIANA REPERTORY THEATRE

**CHRISTEL DEHAAN**

STUDENT MATINEE PROGRAM

at the Indiana Repertory Theatre



**SENSORY GUIDE FOR**

*THE 25<sup>TH</sup> ANNUAL  
PUTNAM COUNTY SPELLING BEE*

MUSIC AND LYRICS BY WILLIAM FINN, BOOK BY RACHEL SHEINKIN, CONCEIVED BY REBECCA FELDMAN

**PRESENTED BY GLICK PHILANTHROPIES**

September 25 - October 9, 2024 | OneAmerica Financial Stage



# WELCOME TO THE INDIANA REPERTORY THEATRE!

This guide is designed to help prepare you or your group for the show you are going to see.

## WHILE ATTENDING THIS SENSORY FRIENDLY PERFORMANCE, YOU MIGHT SEE A VARIETY OF BEHAVIORS, INCLUDING:

**STIMMING:** A physical or verbal response to over- or under- stimulation that can provide self-regulation and self-expression. This might be repeated hand-wringing, rocking, or clapping.

**ECHOLALIA:** Some patrons may repeat phrases, quotes, and speech. Sometimes, this aids comprehension, and sometimes, this can be a calming or relaxing activity.

**TICS:** Involuntary movements or vocal sounds (please note: tics and stimming are separate behaviors).

**TOUCH SENSITIVITY:** Some patrons may be very uncomfortable with physical touch from others, and/or aware of the sensation of materials on their skin.

**ALTERNATIVE COMMUNICATION:** Some patrons might use non-verbal forms of communication in response to over- or under- stimulation. Types of communication can vary, and may include: sign language, typing, body language, facial expressions, and/or using pictures.

**FIDGETS:** Some patrons may bring small objects with them to a performance—like stress balls, drawing pads or putty. Using these objects can relieve stress, aid relaxation, and increase focus.

**SENSORY AND EMOTIONALLY- INTENSE MOMENTS:** The ushers at each performance will have a list of sensory-intense moments throughout the play. For example, the list may note lights, sound effects, or other sudden changes that could be overwhelming to some patrons.

## SPECIAL THANKS TO HANDS IN AUTISM FOR THEIR HELP IN PREPARING MATERIALS FOR THIS PERFORMANCE.

If you have any questions regarding this play or the story, please feel free to reach out to:

**Anna Barnett, Education Manager | [abarnett@irtlive.com](mailto:abarnett@irtlive.com) | 317.916.4841**

# MEET THE CHARACTERS IN THE SHOW



**RYAN ARTZBERGER**  
AS DOUGLAS PANCH



**AYANA STRUTZ**  
AS MARCY PARK



**DOMINIQUE LAWSON**  
AS LEAF CONEYBEAR



**RJ GRIFFITH**  
AS MITCH MAHONEY



**MICHELLE LAUTO**  
AS RONA LISA PERETTI



**ARIANA D. BURKS**  
AS OLIVE OSTROVSKY



**DEVAN MATHIAS**  
AS LOGAINNE  
SCHWARTZAND-  
GRUBENNIERE



**BRETT MUTTER**  
AS WILLIAM  
BARFEE



**MATHEUS BARBEE**  
AS CHIP TOLENTINO

# WHAT HAPPENS IN THE STORY

A school gym sits empty, with a large trophy in the center. The host of the spelling bee, Rona Lisa Peretti, enters the gym and remembers her own past victory fondly. Throughout the first song, Ms. Peretti hands out registration numbers to each of the final six spellers.



The audience also acts as the audience of the spelling bee. Spellers from the audience are called, and we also meet Vice Principal Doug Panch.



With Ms. Peretti singing about the rules of the Bee, the spellers all express different feeling of excitement and apprehension about the bee. From left to right, they are: William Barfée, Olive Ostrovsky,, Logainne SchwarzandGrubeniere (or “Schwarzzy” for short), Chip Tolentino, Leaf Coneybear, and Marcy Park.



One speller in particular, Olive, cannot pay the entrance fee of \$25, because she is waiting for her Dad to come watch the Bee. He is late.

The spellers begin! Each contestant shares their unique relationship to spelling. Schwarzzy, the youngest speller at the Bee, pretends to write the letters on her arm before spelling the word out loud. She moves on to the next round!



Leaf is a creative kid who marches to the beat of his own drum. We see a memory of him being called to participate in the bee; he came in third in the qualifying bee, but both the first and second place spellers can't attend the county bee, so Leaf is called up! He waves to his family, who can't believe Leaf is actually good enough to compete.



Leaf spells his word using his sudden trance-like state, and succeeds. Next up is Olive Ostrosky, a quiet and friendly speller who sings about her best friend, which is a dictionary she studied relentlessly, thanks to two rather absent parents ("My Friend the Dictionary")



William Barfée is up next, who uses his signature move, the “magic foot,” to spell words onto the floor in front of him. Then, Marcy Park, an overachieving transfer student, impresses the crowd with her concise, no-nonsense spelling skills.



Finally, last year’s champion, Chip Tolentino nails an especially difficult word, rounding out a successful first round of spelling for the six finalists.



As the spellers continue to spout letters and stay in the game, they sing about the chaos they face as they live the life of intelligent spellers with the song "Pandemonium."



Then Schwartzy remembers studying a certain word with her dads, illustrating the pressure that she is constantly under in order to be a high achiever and not disappoint her family.





One by one, the spellers reveal the hidden life of their successes, disappointments, and dreams. Leaf lets us know “I’m Not That Smart” (according to his family, anyway). William, after remembering a terrifying flashback of last year’s Bee ending in an allergic reaction to peanuts, has come back strong this year, thanks to his “Magic Foot.”



Meanwhile, Chip has set his sights on Leaf’s sister, Marigold, in the crowd. He has a physical reaction to her beauty, and his condition is such that he is embarrassed to approach the microphone to spell.



His distraction is so great that he misspells his word and is eliminated, shocking everyone. Mitch Mahoney, the comfort counselor who escorts eliminated spellers offstage, bids the spellers a fervent goodbye as they take their seats, and leads the show into an intermission.



## INTERMISSION

After Chip opens Act Two with “Chip’s Lament,” he throws a bag of candy at William, who is rattled by the possible allergic reaction. Olive responds kindly to him, and William, who tends to isolate and lash out, considers the possibility of friendship. Meanwhile, Schwarzy finally lets loose about the pressures to perform as a young phenom with “Woe is Me.”



The Bee becomes frenetic. The spellers perform in fast-forward, then in slow motion, at an exhausting pace until Leaf is eliminated. He leaves the stage triumphantly, having finally come to the realization that he is a smart kid after all.

Marcy Park takes the microphone next, and before she spells, she speaks of the drawbacks of being a gifted student – sleepless nights, constant pressure to excel in every hobby, etc. She demonstrates many of these talents in the relentlessly athletic “I Speak Six Languages.”



Marcy has a vision of Jesus appearing and telling her that she will not be a disappointment if she loses the bee...or if she wins. Marcy relieves the pressure on herself by spelling her word incorrectly on purpose, and gleefully leaves the stage.

Down to the final three spellers! Many things begin to happen at once. Olive's father calls her cell phone, Schwarzy gives a political speech, and Vice Principal Panch finally loses his temper and yells at the spellers. While Rona calms him down offstage, Schwarzy's dad approaches and suggests taking out Barfée's Magic Foot by pouring sticky soda onto the ground.



Meanwhile, Olive steps up to the microphone and is asked to spell “chimerical”, which means “unreal or imaginary.” She proceeds to sing about her strained relationship with her ever-absent parents, and pretends that they sing “I Love You” to her.



William’s next turn is a success – he manages to spell his word without the use of his magic foot, which has been put out of commission thanks to the sticky soda. His confidence soars. Schwarzy cleans up the mess her dad made, but her fate has been sealed. She is eliminated on a simple word.

As the final two spellers, Olive and William form a fast friendship as they complete round after round of spelling. They root for each other, and they each face the possibility of coming in second place. Finally, Olive makes a mistake. She decides that a new friend is better than first place, and with her blessing, William Barfée is crowned as the winner.



William and Olive celebrate both William's victory and Olive's second place, and the rest of the spellers join them. Each speller, along with the hosts, tells the audience what happened to them after the Bee. Everyone ends up a success, undaunted by the challenges of both life and the 25th Annual Putnam County Spelling Bee!



## THE 25<sup>TH</sup> ANNUAL PUTNAM COUNTY SPELLING BEE TRIGGER MOMENTS

**BEFORE YOU SEE THE SHOW:** There are a few moments in this production that might be intense to some audience members. Below is a list of these moments so you can be ready for them when they happen. **(Contains Spoilers!).**

**INDICATOR LIGHTS:** Moments below are intense moments or jarring technical effects and will be indicated using a glow stick during our Sensory Friendly performance. Two staff members at the front of the stage will hold up glow sticks 10-20 seconds before the moment happens.

**BREAKSPACE:** If at any time you feel like you need a break from the performance, please feel free to use our accommodations or break space locations. Ushers are available if you need assistance.

TIME	ACT 1 DESCRIPTION
START OF ACT I	ACTORS ENTER FROM BACK OF THE HOUSE (EXTREME LEFT AND RIGHT CORNERS)
27:51	LIGHTS FLASH QUICKLY AT THE END OF "PANDEMONIUM"
38:15	LIGHTS/SCREAM FOR BARFÉE'S PEANUT ALLERGY
40:00	FOG DURING "MAGIC FOOT"
47:30	CHIP EXITS UP THE CENTER AISLE, ADDRESSES AUDIENCE MEMBERS
51:56	FLASHING LIGHTS AT THE END OF THE SONG/ACT 1
TIME	ACT 2 DESCRIPTION
START OF ACT II	CHIP THROWS CANDY INTO THE AUDIENCE (PUBLIC PERFORMANCE ONLY)
2:40	LIGHTS FLASH QUICKLY AT THE END OF "CHIP'S LAMENT"
7:15	MANY CAMERA FLASHES DURING SCHWARZY'S "WOE IS ME" (5 FLASHES TOTAL)
9:30	LIGHTS FLASH QUICKLY DURING QUICK SPELLING, LOUD SOUND DURING SLOW SPELLING
13:08	LEAF RUNS THROUGH THE AUDIENCE

**17:45**

JESUS ENTERS, FOG

**22:45**

PANCH YELLS AT SPELLERS

**42:40**

“WE HAVE A WINNER!” – CONFETTI CANNON, LIGHTS

## “GOOD TO KNOW” THEATRE INFORMATION

### BEFORE THE PLAY

- Follow your class to your seating area. If you need a different seat than the one assigned to you, tell your teacher.
- Choose a fidget spinner or noise-reducing headphones at Coat Check if they will help you.
- Before or when the bell rings, enter the theatre and find your seat.
- Sit down in your seat.
- Listen to the pre-show announcement
- Watch the show.

### CHOICES DURING THE PLAY

- Stay seated and watch the play.
- Move to the back of the theatre to move around while watching the play.
- Move to the lobby to watch the play from a TV monitor.
- Return to your seat whenever you are ready.

### CHOICES DURING INTERMISSION

- Stay in your seat.
- View the displays on the Mezzanine.
- Purchase and eat a snack.
- Use the restroom.

### CHOICES AFTER THE PLAY

- Return a fidget or noise-reducing headphones to Coat Check.
- Ask a question about something you saw during the play.
- Leave the theatre when you are ready.

# MAP OF THE INDIANA REPERTORY THEATRE







INDIANA  
REPERTORY  
THEATRE

OneAmerica<sup>SM</sup>  
Financial

# ONEAMERICA STAGE SEATING MAP

