

Sensory Guide

This guide highlights auditory, visual, and emotional sensory impacts within the performance. Please note that content notations contain minor spoilers. Sometimes, the magic of live theatre means unexpected things will happen, and not all moments can be accounted for.

OMAHA
COMMUNITY
PLAYHOUSE

About the Show

Approximate Length: 100 minutes
One Act, No Intermission

Synopsis

Come From Away is a musical about the true story of 38 planes that were forced to land in Gander, Newfoundland, after U.S. airspace closed following the September 11, 2001 attacks. The stranded passengers, suddenly separated from their families and uncertain about what had happened, are welcomed by the small local community. Despite cultural differences, limited resources, and mounting tensions, the people of Gander provide food, shelter, transportation, and friendship to thousands of unexpected guests, form unexpected bonds and discover compassion and generosity in the midst of a global tragedy. The musical celebrates human kindness and the connections that can emerge when ordinary people choose to help one another.

Relaxed Performance

Friday, October 2, 2026 | 7:30 p.m.

A Relaxed Performance is an inclusive theatrical experience designed to be welcoming to individuals with neurodiverse needs and those attending with them. Along with offering a few technical modifications and support materials, this supportive environment provides an opportunity to participate in live theatre in a comfortable setting.

As the name suggests, these performances are less formal and more supportive of sensory, communication, movement, and learning needs.

General Sensory Considerations

At no time will anyone be asked to leave the performance due to sound, movement, or behaviors related to differing cognitive/developmental abilities. This is a judgment-free environment.

- House lights will remain on at a low level throughout the relaxed performance.
- The last row of the center section will be clear for pacing and movement.
- A quiet space is available in the Scott Lobby for those who may need it.
- Sensory kits are available at our Box Office.

Sensory Impact Key

Auditory

Visual

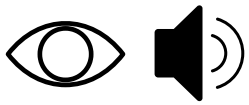
Emotional



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Sensory Impact Description

Pre-Show



RELAXED PERFORMANCE ONLY: Before the show begins, there will be an in-person curtain speech.



House lights fade out completely as the first scene begins at all performances except for the Relaxed Performance, where house lights will remain on at a low level. Music underscores the opening.

Scene 1 – Welcome to the Rock



Driving drum beat



Fast-paced dialogue and musical moments



Emotionally building sense of doom




Yelling to get on the radio and hear what is happening in the United States.

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Sensory Impact Description

Scene 3 – Diverted

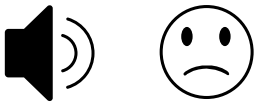


Drum beat pulses throughout.



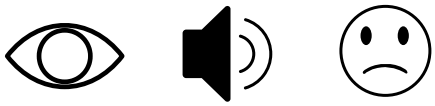
Air traffic controllers talk over each other reflecting the chaos occuring during the event.

Scene 4



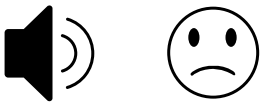
Pilots talk over each other reflecting the chaos occurring up in the air.

Scene 5



“Suddenly there is a drop” simulating a drop in the airplace cabin.

Scene 6 – 38 Planes

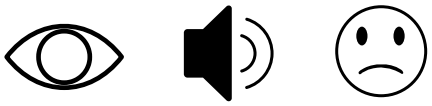


The song starts gradually and builds in tempo simulating the arrival of 38 planes to the airport.

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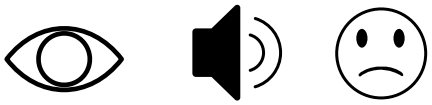
Sensory Impact **Description**

Scene 7



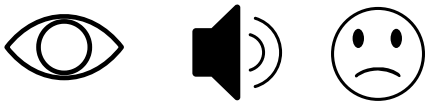
Franticness to get ready for arrivals

Scene 8

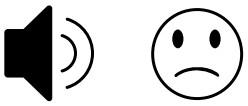


A song that conveys the franticness to get ready for arrivals.

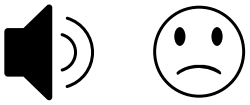
Scene 9 – 28 Hours / Wherever We Are



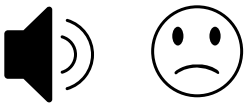
The scenic elements feel restrictive. Characters are meant to feel restricted on the plane in their rows.



Characters speak of what they speculate happening without information.



Characters yell at each other about a strike happening in Gander.

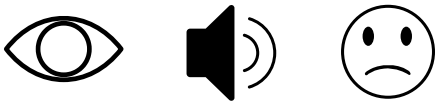


Character realizes that a friend was on a plane that crashed.

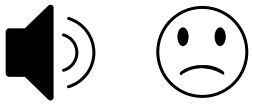
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Sensory Impact **Description**

Scene 10 – Darkness and Trees

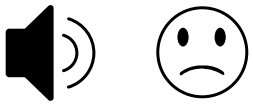


Character pulled out of line for being Muslim.



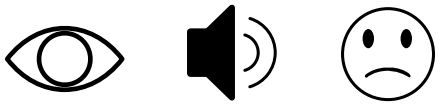
Emotionally building sense of doom.

Scene 12



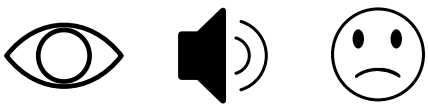
Character reveals that all U.S. planes are being treated as bomb threats.

Scene 15



Emotionally building sense of doom.

Scene 16 - Lead Us Out of the Darkness

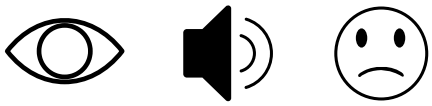


Character reveals that all the passengers arriving hadn't seen what was being shared on the television.

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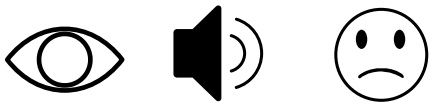
Sensory Impact	Description

Scene 17 - Phoning Home



Passengers attempt to call loved ones.

Scene 23



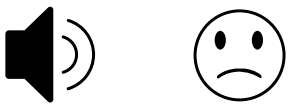
Franticness to get ready for the arrival of food shipments.

Scene 26 - I Am Here



Character frantically continues to attempt to get her son on the phone.

Scene 27- Prayer

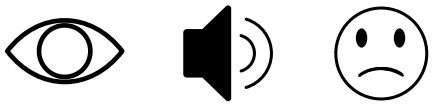


Character reveals the emotional difficulty of keeping religious beliefs a secret.

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Sensory Impact **Description**

Scene 27- On The Edge



Emotionally building restlessness and stress.

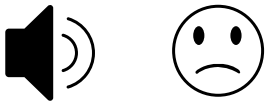


Racial tensions are expressed. Actors are not harmed in any way.

Scene 30

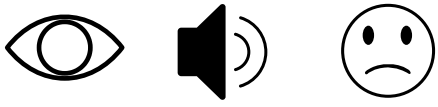


Loud, racous bar music and dialogue.



Actors are encouraged to kiss a cod fish. The fish is not real and is made of stuffing and canvas fabric.

Scene 31 - Me And The Sky



Lighting reflects an airplane being used as bomb. It is implied and is not real. Blue light is BRIGHT and FLASHES.

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Sensory Impact	Description

Scene 33



Relationship tension between two characters. Hugging throughout.

Scene 34



Implied racial tension and implied strip search for one character.

Scene 35



Tension builds as characters want to leave Gander and get home.

Scene 39 - Something's Missing



One character describes Ground Zero.



One character reveals loss of son.

Curtain Call/ Bows



Loud, racous music.



The cast of Come From Away.



Two members of the band playing fiddle and accordian.

Come From Away
Quick Sensory Summary

Sight:
A bustling 2001 Newfoundland setting—airport gates, airplanes, buses, kitchens, pubs, and community spaces. The visual world is relatively spare, with tables, chairs, and constantly shifting actors creating different locations.

Sound:
The dominant sensory element is the music: driving Celtic and Newfoundland-inspired rhythms, fiddle, guitar, percussion, ensemble singing, and lively dance music. Aircraft sounds, airport announcements, phones, and crowd noise create an occasional sense of urgency and disruption.

Touch:
The production emphasizes physical community: handshakes, hugs, dancing, shared meals, coats, wooden furniture, and people gathering closely together. The physical warmth contrasts with the initial uncertainty and isolation of the stranded passengers.

Emotional Atmosphere:
The show moves from confusion, anxiety, and displacement toward warmth, humor, generosity, friendship, and belonging. Its sensory world should ultimately feel like being welcomed into a small community during an unexpected crisis.

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