A Midsummer Night's Dream
Relaxed Performance

Bard on the Beach Shakespeare Festival
1695 Whyte Avenue,
Se’ňákw, Vanier Park, Vancouver
bardonthebeach.org | Box Office: 604-739-0559 | 12 - 6pm daily
What is a Relaxed Performance?

Relaxed Performances are for everyone!

We welcome people into our theatre who may benefit from a more casual environment.

During these performances, we have an open and encouraging attitude towards audience members moving, making noise, and exiting/entering the auditorium freely.

You are welcome to use phones and electronic devices like iPads and headphones during the show. However, we do ask that you do not take photos during the performance.

Relaxed Performances are also a good introductory experience if you're attending Bard for the first time.

What is a Visual Story?

A visual story gives audience members an idea of what the theatre experience will be like.

This visual story will tell you what to expect during your performance of A Midsummer Night's Dream.
About the Performance

How do I get my tickets?
If you chose print-at-home tickets, your tickets will be emailed to you. You can print them out or save them as a PDF.

If you chose will call tickets, your tickets will be available to pick up at the Box Office on the day of the performance.

You can pick them up starting one hour before the show. We recommend picking up your tickets no later than 30 minutes before the performance.

How long is the show?
The performance is approximately 2 hours and 40 minutes long. There will be a 20-minute intermission or break during the show.

If you need to take a break during the show, you can leave the theatre even if it is not intermission.

Is the performance accessible?
Our Mainstage Theatre Tent and Douglas Campbell Theatre Tent are both accessible by wheelchair.

If you have mobility issues or concerns, require accessible seating or have a certified service dog, please contact the Box Office by phone at 604-739-0559 or by email at boxoffice@bardonthebeach.org to reserve seats.

We have a limited number of assistive listening systems available at our Audience Services desk starting one hour prior to the performance.
The play starts in the royal court of Athens. Theseus, a duke, is preparing to marry the Amazonian queen Hippolyta. The court is quickly interrupted by Egeus, a prominent citizen who needs Theseus' help.

Egeus wants his daughter, Hermia, to marry a young man named Demetrius, but Hermia is in love with someone else named Lysander. To make it even more complicated, Hermia's best friend, Helena, is in love with Demetrius!

Hermia and Lysander decide to run away into the woods so they can be together. Demetrius follows them – and Helena follows Demetrius.

Elsewhere in Athens, a group of tradespeople called the mechanicals are rehearsing a play for Theseus and Hippolyta's wedding. They want to keep their play a surprise though, so they decide to rehearse in the woods.

What the Athenians don't know is that these woods are ruled by fairies! This fairy kingdom is ruled by Queen Titania and King Oberon, who are fighting over custody of a child.

But how do these three different groups meet? Well, there's a magical flower, a case of mistaken identity and a mischievous fairy named Puck....

What happens next? You'll have to find out!
The Characters

The Athenian Court
This is Theseus and Hippolyta, who rule over the Athenian court. There are other supporting characters in this scene who work for Theseus. You can also see Queen Titania hiding in the back and watching what is happening.

The Lovers
These are the four Athenian lovers. Their names are Hermia, Helena, Demetrius and Lysander.

Hermia and Lysander are in love, but Demetrius is in love with Hermia – and Helena is in love with Demetrius!

The Mechanicals
These are the Athenian tradespeople, or mechanicals. Their names are Snug, Peter Quince, Snout, Starveling, Flute and Bottom.

The mechanicals are rehearsing a play for Theseus' wedding.
The Characters

The Fairies

These are the fairies, who rule the woods.

In the back is Queen Titania, King Oberon and Puck.

In the front are Queen Titania's fairies. Their names are Cobweb, Mustardseed and Peaseblossom.

The Goblins

There are also goblins in the woods. They can be a little scary!

In this scene, a goblin is trying to follow Cobweb.
On the stage, you will see a set that looks like an old factory. There are big windows at the back and you might see people walking by, dogs playing, kites flying and boats on the water.

The characters in this story have big feelings, and the actors express these feelings with their voices and bodies. Sometimes the characters shriek with delight or scream with frustration. Other times, they shout at each other and fight. Puck even makes a funny noise that sounds like growling. There are also some characters, like the goblins, who can be scary.

All of this is part of the performance, and the actors work together to make sure that everyone is safe and that no one actually gets hurt.

Sometimes, the characters will come on stage from unexpected places. They might even stand close to the audience – or in one character's case, speak to the audience. If you aren't expecting it, this might be a little surprising.
Content Advisory

Read on for a more detailed list of moments in the play that might be scary, unexpected or upsetting. If you would prefer to be surprised by the story, you can stop reading here and skip to the last page!

About 6 minutes into the action, an old-fashioned camera flash goes off. It will make a little popping sound and there might be a little smoke. It all lasts just a moment.

About 14 minutes in, you might hear shrieks of joy from Helena, Hermia and Lysander, and about 15 minutes Helena screams in frustration. These feelings are big, but they pass quickly.

About 24 minutes in, goblins threaten a fairy. Puck challenges the goblins and drives them away. The fairy is fine.

About 28 minutes in, the character Oberon first appears as a walking talking tree. You’ll hear some thunder and the lights will flash. But you’ll soon see that it’s simply an actor in a costume.

About 35 minutes in, there seems to be a magical charge as Titania and Oberon touch. The lights will flash and there is a buzzing sound that creates this effect.

About 38 minutes in, Helena and Demetrius chase one another and grapple.

About 42 minutes in, Oberon stuns a fairy and goblins carry her off. We see her again in a little while and she’s okay. They do this so that Oberon can cast a magical spell on Titania.

About 44 minutes in, you’ll see Titania’s bower float up into the air while she sleeps there.
About 46 minutes in, Puck shouts in frustration.

About 49 minutes in, Lysander is so full of love thanks to a magical spell, that she shrieks with joy.

About 50 minutes in, Hermia wakes up from a nightmare while goblins lurk behind trees. She’s frightened but she exits unharmed.

About 51 minutes in, Bottom plays a trick on her friends, startling them when they’re afraid in the forest.

About 55 minutes in, Bottom asks for a calendar (on a phone) from someone in the audience.

About 59 minutes in, Puck uses magic to give Bottom the face and hands of a donkey (also known as an ass). Bottoms friends are frightened, and there’s lots of shouting as they run away.

About 1 hour, 2 minutes in, Titania is under a spell that makes her feel extremely attracted to Bottom. Titania uses magic to make sure Bottom stays. Bottom is a bit frightened at first. But they dance and Bottom feels better.

INTERMISSION

At the beginning of the second half, Oberon gestures and part of the floor rises several inches.

About 4 minutes in, Oberon uses magic to make Demetrius fall asleep. Puck speaks in a different language called Tagalog.
About 7 minutes in, Hermia, Lysander, Helena, and Demetrius have a big argument. They shout at each other and call each other names. They also grapple with one another physically: there is a kick, some hair pulls, biting, pushing, shoving, and pulling. All of this is carefully planned and the actors all work together to make sure that no one is hurt.

About 15 minutes in, Oberon briefly controls Puck with magic.

About 17 minutes in, something that looks like smoke comes out of the ground. It's not smoke; it's a non-toxic haze. Red lights shine up from the floor.

About 20 minutes in, fairies use magic to put the four lovers to sleep.

About 24 minutes in, Bottom is temporarily frustrated with her donkey hands.

About 41 minutes in, there are shouts of excitement and joy.

About 54 minutes in, an actor dressed like a lion and an actor dressed in a funny pink tutu scare one another. There's lots of shouting and running.

About 55 minutes in, Bottom and her friends are performing a play for the other characters. It's quite fun and silly. While playing a character named Pyramus, Bottom uses a wooden sword, pretending to threaten the other characters (and a toy dog) and pretending to kill herself. She's accidentally knocked out by running into a wall. While playing a character named Thisbe, Bottom's friend Flute also uses the wooden sword to pretend to stab himself.
At the end of the play, the actors will sing and dance a little. Then they will take a bow to thank you for watching the play.

The audience will clap and maybe even cheer for the performers. Sometimes, they will stand up in a standing ovation.

If you want to, you can also clap and cheer for the actors.

Thank you for coming to see A Midsummer Night's Dream!