

**DUN  
DEE  
REP** SCOTTISH  
DANCE  
THEATRE

Visual Guide and Effect Timeline

# *Oor Wullie*



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## What is a Visual Guide and Effect Timeline?

This document's **Visual Guide** has information and pictures to help you prepare for your visit to Dundee Rep, and the performance of *Oor Wullie*.

At our theatre we've adopted the 'Inform, Don't Adapt' approach for relaxed performances. This means the show is not changed or otherwise sensory adapted.

The **Effect Timeline** at the end of this document is a list of all the moments in the show that we think people may like to know about before the show begins, and when in the show they happen. Having these details will help you, or those you care for you, make a decision about how to best enjoy the show in a way that suits your needs.

## What is a relaxed performance?

**Relaxed performances** are especially suitable for people who may feel anxious about coming to the theatre. This could include, but is not limited to, people on the autistic spectrum, people with dementia, or parents with babes in arms.

At a relaxed performance, you are free to move in and out of your seat as much as you need to, and our Café Bar area is available as a breakout space during the performance.

If you'd like to come to a relaxed performance, you can find the upcoming dates listed on our website. Our theatre staff are always happy to help you if you need assistance.

## How can I ask a question before I visit, or book my tickets?

If you have any questions about your visit, you can email our friendly team at [boxoffice@dundeerep.co.uk](mailto:boxoffice@dundeerep.co.uk), or call us on 01382 223 530 (Wed-Sat, 11am-5pm or the beginning of the evening performance).

You can also get in touch with us this way if you have feedback about this document. We would be glad to hear your comments.

You can also visit us in person at the theatre. Our address is:



Dundee Rep and Scottish Dance Theatre  
Tay Square  
Dundee  
DD1 1PB

## Sensory considerations for your visit

In this guide we've used the icons below to let you know what to expect during your visit to the theatre.



**Ear Defenders.** This icon means it might be quite noisy in parts – you may want to have ear defenders here.

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**Sunglasses.** This icon means it can be bright – you may want to have sunglasses or tinted glasses here.

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**Fidget Toy.** This icon means it may be busy in these areas – if you're feeling anxious, perhaps have a fidget toy here.

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**Accessible Toilet.** This icon means there are accessible toilet facilities here.

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**Staff Member.** This icon means a member of staff will be nearby to help you during your visit.

## Access considerations for your visit

Our auditorium and front of house spaces are fully accessible by wheelchair. Accessible seats are limited, so please do speak with our Box Office team if you have concerns about seating when you book tickets.

We have wheelchairs available for use during your visit. It is not necessary to book a wheelchair in advance.

We have accessible toilet facilities on the ground floor, and first floor of the theatre.

We have audio enhancing equipment which can be collected from our Box Office when you arrive at the theatre. We have equipment to suit both those who use a hearing aid, and those who do not. It is not necessary to book this equipment in advance of your visit.

If you require a companion to accompany you during your visit to the theatre, we are often able to provide a free companion ticket. Please contact our Box Office to book this.

## Visual Guide



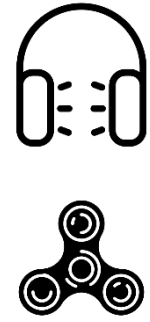
This is where you will come to see the show. The theatre is called Dundee Rep.

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If you have a blue badge, there are two marked disabled parking bays on the main street outside the theatre, South Tay street (pictured above facing north. The bays are outlined in yellow in the picture).

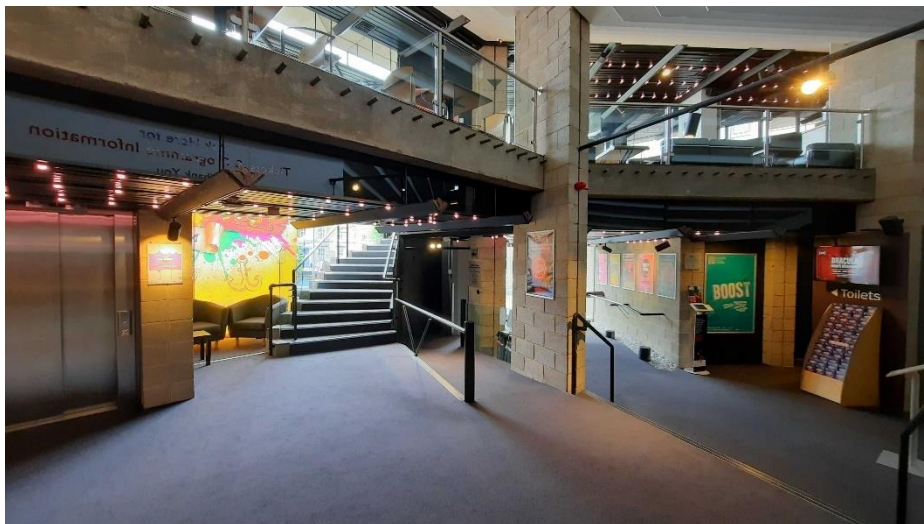
All parking on this street is free after 6pm for anyone to use.



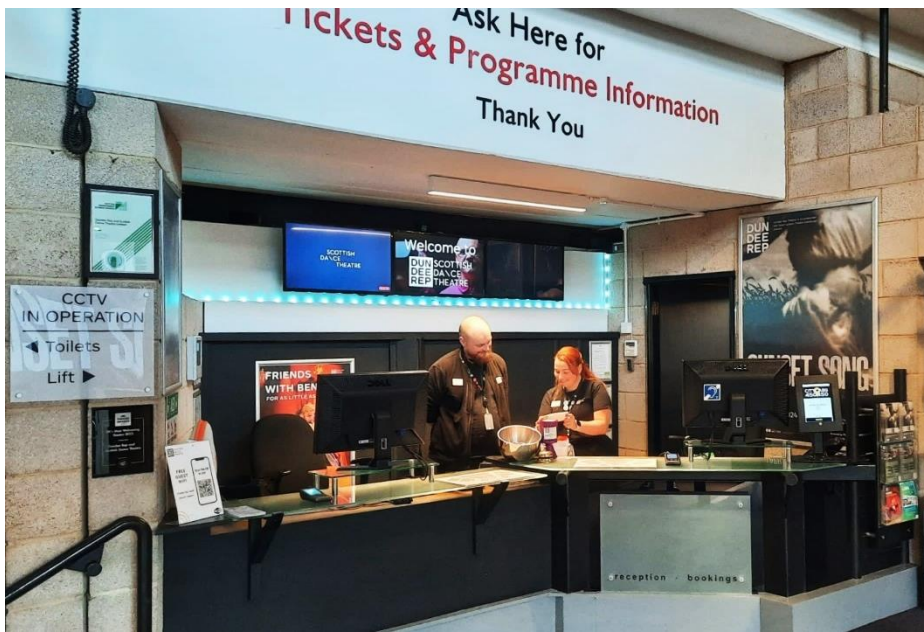
The entrance at Dundee Rep is a fully accessible sliding door, which opens automatically as you approach it.

When you arrive in the foyer, it may be busy and noisy. You can cover your ears or wear ear defenders if you have some. If you have forgotten to bring any, the theatre has some that you can borrow while you're here.

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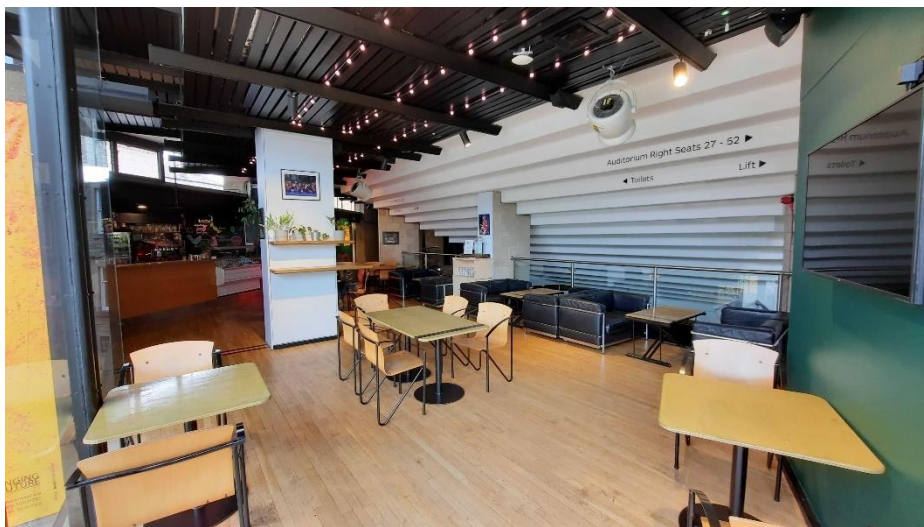


If using stairs is difficult or not possible, there is a ramp and lift to help you can use to reach the auditorium on the first floor. There is an accessible toilet on the ground floor when you come into the venue, and there is also one on the first floor in the Café Bar area.



If you have tickets to collect, you will be able to get them from the Box Office. Some people call it the Ticket Office. If you have an e-ticket on your phone you do not have to come to the Box Office, you can go directly the Café Bar area.

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This is the Café Bar area on the first floor. It is next to where your seats are. You can wait out here until you are told your seats are ready. Later, this is area will be used as the breakout space. During the show you can come here if you need to leave your seat and take a break. The television screen will show the stage, so you can still watch the show.



When it's time to find your seat, everyone will go into a room called the Auditorium. The letter of your seat is on the end of the row, and the number of your seat is on the front of the chair. Everyone has their own seat. Please be aware that there are not handrails to every seat in the Auditorium. It may start to get busy as everyone starts to find their seats for the show. It may be noisy at this time as everyone is chatting.

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If you need help when you are at Dundee Rep, you can look for staff to help you. Staff wear black uniforms that have a logo like on the front of this guide, and a name badge. They can help show you to your seat and answer your questions.





Photography by Tommy Ga-Ken Wan.



If you are sitting close to the stage, it is important to make sure your hands and belongings are safely away from the stage area. When it is time for the show to start the lights will get darker, but it won't be so dark that you cannot see at all.

You can read the **Effect Timeline** to see what happens in the show that might be surprising, bright, loud or unusual. This will help you to know what to expect.

In the middle of the show there will be a break, and the lights will get brighter again. This is called the interval, and it's a chance to buy an ice cream, get a drink, and/or visit the toilet before the lights dim and the show begins again. There is only one interval during the show, and it lasts for approximately 20 minutes.

At the end of the show, people will clap to let everyone on the stage know how much they enjoyed the show. When the lights go back on it will be time to leave. If you want to leave before the end of the show you can.

## The cast



Kyle Gardiner  
plays  
**Wullie**



RoMaya Jey  
plays  
**Nilo**



Taqi Nazeer  
plays  
**Daniyal**



Elliot McLean  
plays  
**Boab**



Bailey Newsome  
plays  
**Soapy Soutar**



Mairi Barclay  
plays  
**Basher**



Grant McIntyre  
plays  
**Wee Eck**



Anthony Strachan  
plays  
**PC Murdoch**



Beth Robb Adams  
plays  
**Primrose**



Ann Louise Ross  
plays  
**Ms Watkins,  
Maw, and  
Teacher**



## Effect Timeline

The Effect Timeline below lists the moments in the show that it might be helpful for you to know about in advance. These moments could be surprising, loud, bright, or unusual, but you'll always be safe during your visit.

We've done our best to make sure the times are correct, but it's good to remember that they are approximate timings.

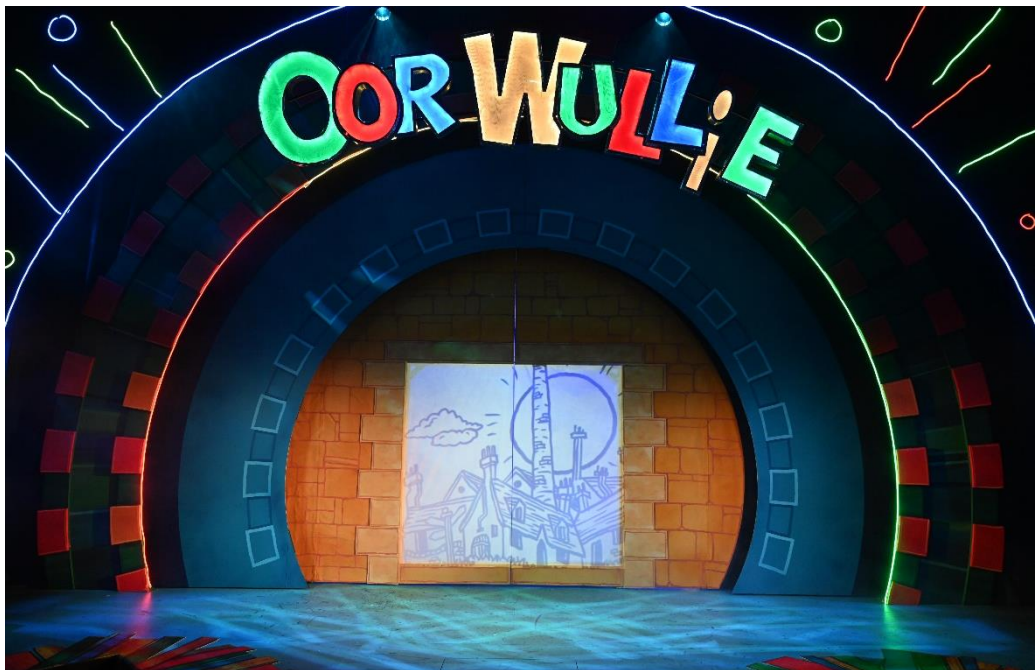
### Before the show begins

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When you enter the auditorium, you'll see a large 'OOR WULLIE' sign on the stage. It is lit up in blue and white colours now, but will change colours throughout the show.

Throughout the performance, an effect called 'haze' is used. This is a very light smoke effect which make stage lighting easier to see. It isn't real smoke, and it is safe to breath.

It may be noisy in the auditorium as people find their seats. When the play begins, the lights in the auditorium will get darker.



Photography by Alastair More.

### Act One (approx. 65 minutes)

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**Begins** The lights get darker, and the 'OOR WULLIE' sign flies up to the top of the stage. An unseen female voice recites a poem about Wullie, and his bucket. This is the voice of Ms Watkins, who appears in the play later.

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Begins	When Ms Watkins mentions the seat G13, a light shines on the person in that seat for a few seconds. There is a projection on the stage, an animation of Wullie's bucket being drawn. Music plays.
1 min	The projection shows Wullie realising his bucket has disappeared. We hear him shout, "jings, crivvens, help ma boab! Where's ma bucket!" The word bucket is echoed, and there is a whooshing sound effect as projected comic strips whizz across the stage. The lights suddenly go out with a gentle booming sound effect.  Then, the words 'London Kings Cross' are projected on the stage along with a train departures board. An unseen male voice of a train announcer speaks. The lights gently come back on.
2 mins	A set of doors on the stage slide apart to reveal train seats, and the cast enter. The first song, <i>Going Home</i> , begins with music playing. The lights flash and change colour during the song.
3 mins	The unseen train announcer's voice is heard, and Nilo and Ms Watkins share a quiet moment during the song.
4 mins	The unseen train announcer is heard, and the words "next stop Peterborough" are projected.
6 mins	The unseen train announcer is heard again, and the words "next stop Dundee" are projected. There are flashing lights as the song reaches its end, and the train announcer says, "welcome to Dundee!" The sliding stage doors close.
8 mins	The song <i>Going Home</i> ends. Nilo's dad, Daniyal, enters from the auditorium on the left.
9 mins	Daniyal exits through the auditorium on the left. There is a car horn sound effect. Nilo exits the same way as Daniyal.  Ms Watkins and the rest of the cast exit through the auditorium on the right.
11 mins	The sliding stage doors open to reveal Nilo's room.
13 mins	The lights get darker, and there are whooshing, magical lights, music and sound effects as Wullie's head begins to come out of the annual. The sliding doors close. A sofa slides on from the left.
15 mins	Two banging sound effects are played one after another. It's the sound of something thumping in Nilo's room.

15 mins	The sliding doors open to reveal Nilo's room again. Music plays as the bedsheets begin to move, and grow, and underneath them is Wullie! He throws the sheet aside and he and Nilo scream for a few seconds. They are surprised to see each other.
18 mins	Daniyal shouts from off-stage, unseen.
20 mins	Nilo's Alexa beeps and flashes blue when its name is said. It responds to Wullie and Nilo in a female voice.  The song <i>Alexa</i> starts. Music plays, and lights will flash and change colour throughout the song.
21 mins	Nilo has a small toy drone in her room, which Wullie uses a remote control to steer. It flies up and across the stage until it's gone.
24 mins	The lights change colour as the song <i>Alexa</i> ends and the music stops.  Alexa plays rock music as a distraction which lasts for about 30 seconds. There are flashing lights, and the sliding doors close.  Alexa talks to the audience. She gives a creepy laugh which echos and distorts in a spooky way.
25 mins	The lights are a little darker as Wullie and Nilo sneak across the stage. Wullie is wearing a big coat which hides his face.  A wall on the stage rises up and reveals a sari shop. The lights get brighter.
26 mins	There are whispers and mumbling from behind the beaded curtain. Then Soapy Soutar, Wee Eck and Boab fall out and land on the floor. They shriek when Nilo asks "who are you?"
28 mins	An unseen female voice echoes. This is Basher McKenzie, the Auchenshoogle bully. The lighting changes to pink and purple. Wullie, Soapy, Eck and Boab shriek in fear as Basher speaks.
29 mins	A shadow appears at the shop door. The gang think it's Basher and are frightened. The door opens, but it's not Basher – it's Daniyal.
33 mins	The song <i>Scottish and Mair</i> begins, and music plays. The lights change colour throughout the song. During the song, Wullie, Soapy, Eck and Boab get dressed up in sari costumes.
36 mins	The song <i>Scottish and Mair</i> ends and the music stops. There is a short musical reprise as the stage wall comes down, and the lights flash. The lights then go out for a short moment.

36 mins	There is a light on the left of the stage, and a long shadow appears on the ground. Music plays. As the person steps forward it's revealed to be PC Murdoch. There is some chatter heard as Wullie, Nilo and their friends approach.
37 mins	Wullie, Soapy, Eck and Bob shriek as PC Murdoch approaches them.
38 mins	Boab shouts the word "ladies!" very loudly.
39 mins	PC Murdoch starts to chase Wullie and his friends. Music plays, and there is a flickering light effect. The lighting also changes colour through the chase sequence.
40 mins	Red and blue spinning police lights flash on the stage.  Then there is a flashing white light which creates a slow-motion effect. When Wullie aims his slingshot at PC Murdoch, PC Murdoch's hat flies off with a ping sound effect.
41 mins	The chase sequence ends, and the music stops.
42 mins	PC Murdoch exits through the auditorium on his bicycle, on the right side. Then Wullie, Nilo and the gang exit through the auditorium on the left side.  The lighting changes to red and blue police lights again, and this time they shine on the audience. Depending on where you're sitting, this may be a little dazzling. This lasts for about 15 seconds.
44 mins	A knock at the blue door scares the gang, and they shriek. This happens four times, then Daniyal approaches the door.
45 mins	As the blue door opens, there are blue and pink flashing lights, a lot of smoke effects, and a white flash as Wullie's friend Primrose arrives.  When Primrose tells them the bucket isn't here, Wullie, Soapy, Eck and Boab cry loudly.
47 mins	The song <i>When the World's Not Fair</i> begins, and music plays. The lights change colour throughout the song, and also flash and swing around.
51 mins	The song <i>When the World's Not Fair</i> ends, and the music stops.
53 mins	Eck screams loudly after he is put in the skip.
54 mins	PC Murdoch enters through the auditorium on his bicycle. He enters on the right side.

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58 mins The song *Basher's Plan* begins, and music plays. The lights change colour and flash throughout the song.

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60 mins Basher uses the annual to travel to Auchenshoogle. There are flashing lights, and a whooshing sound effect as Basher vanishes. There is a bright flash, and a brief moment when the lights go out completely and the auditorium will be in darkness.

The song *Basher's Plan* ends, and the music stops.

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64 mins Wullie, Nilo and their friends get into the skip to follow Basher. There are swirling, flashing lights, music and a whooshing sound effect. The wall comes down on the stage, and the "OOR WULLIE" sign lowers down too. There is a big flash of lights, and then the lights in the auditorium get brighter.

The first act has ended, and it is now the interval. The interval lasts for approximately 20 minutes. During the interval, Christmas songs play in the auditorium.

## **Act Two (approx. 60 minutes)**

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Begins Music plays, and the lights in the auditorium get darker. The "OOR WULLIE" sign rises up. The voice of Ms Watkins is heard, and she welcomes everyone back with another poem. As she speaks, a projection shows the characters making their way to Auchenshoogle. When Ms Watkins mentions the seat G13, a light shines on the person sitting there for a moment.

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1 min Basher bursts out of the projection screen suddenly. There are swirling, multi-coloured lights for a moment.

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2 mins PC Murdoch's voice is heard. There is a whooshing sound effect. Wullie's voice is heard, and then Nilo's voice is heard. Wullie, Nilo and their friends tumble onto the stage, and there is a bright flash of lights.

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4 mins There is a crashing sound effect when Boab throws his frying pan away.

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7 mins We hear a woman shout "WULLIE!" very loudly. She comes on stage – this is Maw, Wullie's mum.

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10 mins Music plays as Daniyal crawls across the stage.

There is also music when Basher creeps across the stage behind a cut-out bush.

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11 mins Music plays as Wullie's bedroom slides onto the stage.

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12 mins	The song <i>Help Ma Boab</i> starts, and music plays. The lights change colour throughout, there are projections, and a smoke effect is used during this song.
15 mins	There are flashing lights as the song <i>Help Ma Boab</i> ends, and the music stops.
17 mins	Nilo and Primrose are going to catch Wullie when he jumps out of his window. Wullie doesn't really jump – instead, a dummy that looks like Wullie falls down, and Nilo and Primrose do their best to catch it! They take the dummy away, and Wullie runs on. He's unharmed.
18mins	The sliding doors close. Music plays as PC Murdoch, Soapy, Eck and Boab come on dressed as PC Murdoch's bicycle. The sidecar has a small, spinning police light.
19 mins	The song <i>Bein' a Polis</i> begins, and music plays. The lights change colour throughout the song, and there are moments when the song is interrupted by Teacher.
21 mins	Teacher interrupts for the first time. The song stops as she talks to PC Murdoch.
22 mins	The song starts again when Teacher leaves, but she interrupts again and the song stops.
23 mins	The song starts again just for a moment, then Teacher interrupts again.
24 mins	The song begins again.  PC Murdoch might give some people in the front row a high-five. If you're sitting there and you don't want to give him a high-five, that's OK.
25 mins	The song <i>Bein' a Polis</i> ends, and the music stops.
26 mins	The unseen voice of Teacher is heard.  The sliding doors open to reveal the Wullie Wagon.
27 mins	The song <i>Wullie Wagon</i> begins, and music plays. The lights change colour during this song, and projection effects are used.
30 mins	The song <i>Wullie Wagon</i> ends and the music stops.  The wagon reverses, and the sliding doors close.  The lights change suddenly to red and yellow as Wullie, Nilo and Primrose arrive at the Steelworks.  The unseen voice of Basher is heard. It has a spooky, echo effect.



31 mins	The stage wall rises to reveal Basher. She is with Soapy, Eck, Boab and PC Murdoch who all have buckets over their heads.
33 mins	Another stage wall rises to reveal the Steelworks furnace. Daniyal is tied to a chair above the furnace. The chair sits on top of a trap door.
35 mins	<p>Music plays and there's flashing lights as the gang try to get Wullie's bucket back from Basher.</p> <p>The trap door under Daniyal's chair opens. It looks like he might fall but his chair is being held up by a chain, and he is safe. Nilo is able to climb up to him and free him.</p>
36 mins	<p>The song <i>Basher Sits Doon</i> begins, and music plays. This song only lasts for about 30 seconds.</p> <p>Basher is surprised when she sits down on the bucket, as Jeemy the mouse climbs onto her bottom.</p> <p>Wullie begins to sing <i>Help Ma Boab</i>, but Basher interrupts the song and the music stops. She throws Jeemy off the stage.</p>
37 mins	<p>After Basher throws Jeemy, there are flashing lights and the characters move and talk in slow-motion for a moment.</p> <p>The lights turn red as Basher gets hold of the annual. There are swirling lights and a whooshing sound effect as Basher leaves.</p> <p>The stage wall comes down, and the 'OOR WULLIE' sign rises up until it's out of sight.</p>
38 mins	<p>Basher's voice is heard, with an echo effect. She is back in our world and starts to take over the comic with her own drawings, which appear as projections on the stage.</p> <p>Basher draws a spider, a dragon which breathes fire, and a logo which reads 'OOR BASHER'. Basher then tries the eraser, and a pencil moves across the stage, rubbing out the drawings.</p>
40 mins	There are flashing, swirling lights and a whooshing sound effect as Wullie, Nilo and Daniyal travel to the DC Thomson cartoonist's office. A smoke effect is used here.
42 mins	The song <i>Sometimes I Think</i> begins, and music plays.
44 mins	The song <i>Sometimes I Think</i> ends, and the music stops.
47 mins	Basher leaves through the door. There are swirling, flashing lights and a whooshing sound effect as she leaves.

48 mins	The lights get a little darker, and the sliding doors close most of the way. Music plays as Wullie and Nilo say goodbye to each other.
49 mins	Music plays, and there is a smoke effect. There are flashing, swirling lights as Wullie is pulled back into the annual. Comic strip images are projected onto the stage, and there is a big flash of light before it gets very dark for a moment.  Then the lights come back up on Nilo's sofa as she wakes up.
50 mins	Music plays for a moment as Wullie and his friends surprise Nilo.
51 mins	As Ms Watkins recites her final poem, a projection appears behind her. She mentions the seat G13 one last time, and a light shines on the person in that seat.  At the end of the poem, Ms Watkins asks the audience if they'd like one more song, and the audience will say yes! The wall on stage rises up to reveal Wullie and Nilo.
52 mins	The final song, the <i>Megamix</i> , begins. Music plays from now until the end of the play, and the lights change colour and flash throughout the song.
53 mins	The sliding doors open, and Soapy, Eck, Boab and Daniyal enter.  Then Primrose and Basher join in.
55 mins	PC Murdoch joins the megamix.  Wullie's Maw interrupts the song, and the characters will point and wave at the back of the auditorium because Wullie and Nilo have appeared there with Jeemy.  Wullie and Nilo walk down the auditorium stairs, and will wave to people as they pass.
56 mins	A snow effect is used on the stage. It isn't real snow, it's made of plastic and is reusable.  Some of the characters will leave the stage and come stand on the auditorium stairs. If you want to clap with them, you can.
57 mins	There is a projection of comic strips on the stage. The lights get darker for a moment, and then come back up.  The performers will take a bow and the audience will applaud. The lights will get brighter and Christmas music will play in the auditorium.  The play has now ended.

Thank you for coming to see *Oor Wullie*. We hope you enjoyed the show.

## Accessing support



Attending a theatre performance can be a profound and moving experience, but it can also evoke unexpected emotions or memories that some may find triggering. If you or someone you know finds themselves in need of support during or after a performance, you can find a page dedicated to providing resources and guidance to help navigate these feelings on our website by scanning the QR code.