OKLAHOMA STATE FAIR

SENSORY-FRIENDLY TIME

SUNDAY, SEPTEMBER 24 10 A.M. TO 2 P.M.

The Oklahoma State Fair has tons of things to see and do each day, and all the sights and sounds might feel a bit overstimulating. So we've highlighted some areas and activities available each day that might be a good fit for our guests who may want to avoid the hustle and bustle. On the final Sunday of the Fair, we'll be turning down the lights and limiting the sounds in some additional places during this special time.



ARRIVAL

Please be aware that all guests will go through security screening. The screening is walk-thru with no "wanding." The only reason to stop will be if something flags the sensors.

Hopefully, the process will feel completely unobtrusive.

SIGHTS & SOUNDS

The noise and lights will be down in the carnival during the official Sensory-Friendly Time, but other areas may still have music or amplification systems going. We suggest bringing your noise-cancelling headphones as a precaution for sound sensitivities, especially if you may enjoy the day longer than the designated time.

FAMILY RESTROOMS

Family restrooms are located in the Bennett Event Center (near all four main restrooms), The Pavilion, the Super Barn, Barn 3 (near Champions BBQ), Barn 4 and Barn 7. At this time, there is not an adult changing station on the property.

PROJECT REUNITE

To assist in reuniting young children or quests with special needs who may get separated, feel free to pick up a special wristband at any InFAIRmation booth. This will help authorities in the Safety Center bring families or groups back together as guickly as possible. Lost persons are directed to the Safety Center in the west end of the Oklahoma State Fair Administration Building located on General Pershing Boulevard near Gate 3.

FOOD/DRINK POLICY

Outside food and drink for dietary or medical needs are permitted.

OUESTIONS

Any additional questions, please contact Gina Burchfiel, executive vice president at gburchfiel@okstatefair.com or 405-948-6700.

OK!LAHOMA STATE FAIR

www.okstatefair.com









DAILY ACTIVITIES **

1 CALMING ROOM

Location: Arts Annex

Take a load off in the air-conditioned comfort of one of the quietest spaces at the Fair.

2 THE OKLAHOMA STUDENT ART EXHIBITION & PHOTOGRAPHY EXHIBIT

Location: Arts Annex

Enjoy the winning pieces of the statewide student art and photography competitions at your own pace inside this cool and quiet place.

3 CREATIVE ARTS EXHIBITS

Location: Creative Arts Building
This building features beautiful and unique items entered by Oklahoma crafters and artisans. It is often very quiet, only getting a bit livelier during demonstrations and contests.

4 THE CIRCLE AND THE BANDSHELL PICNIC AREAS

Location: The Circle & The Bandshell Lawns
These two areas aren't new, but trees and
grass with some additional seating give both
spaces the feel of being off the beaten path.
Entertainment is located nearby, but there is
enough space to find a shady spot to watch
from a distance while you rest your feet and
enjoy a bite to eat.

5 4-H AND FFA EXHIBITS

Location: The Oklahoma Expo Hall
Oklahoma 4-H and FFA students work hard all year to get their projects ready for the Fair in hopes of winning a blue ribbon.

6 AGTROPOLIS/BARNYARD BIRTHING CENTER

Location: Oklahoma Expo Hall
AGtropolis presents Oklahoma's rich
agricultural industry in a kid-friendly
environment allowing you a first-hand look at
the farm-to-market process. These
exhibits are often quieter in the mornings.

TINERARY

DAILY ACTIVITIES - OPEN AT 10 A.M.

- 1 CALMING ROOM
- 2 THE OKLAHOMA STUDENT ART EXHIBITION & PHOTOGRAPHY EXHIBIT
- **GENERALIZE ARTS EXHIBITS**
- 4 THE CIRCLE AND THE BANDSHELL PICNIC AREAS
- **5** 4-H AND FFA EXHIBITS
- **6** AGTROPOLIS/BARNYARD BIRTHING CENTER

SUNDAY, SEPT. 24 ACTIVITIES

- **7** FARMER FOR A DAY 10 a.m. 2 p.m.
- **8** MAKE IT AND TAKE IT 10 a.m. 1 p.m.
- 9 OKLA. FRONTIER EXPERIENCE . . 11 A.M. 2 P.M.
- **Ⅲ** GREAT AMERICAN PIG RACES 12:30 p.m.
- I KIDS PEDAL TRACTOR PULL 12:30 p.m.
- II KIDS CAN COOK 1 p.m.

SUNDAY, SEPT. 24

7 FARMER FOR A DAY

Location: Oklahoma Expo Hall

Farmer for a Day lets a child participate in the farm-to-market experience of agriculture as they pick fruit and vegetables and sell them at market. During Sensory-Friendly Time, exhibit monitors will be happy to reduce the number of guests admitted to the activity at the same time and/or permit an adult to accompany the child. Just let our attendants know that you would like to experience the exhibit in this way.

8 MAKE IT AND TAKE IT

Location: Kitchen Stage Area in the Creative Arts Building

Fun coloring pages will be available. Create some crayon magic and take it with you.

OK KIDS CORRAL AND WILD WEST DEMONSTRATIONS

Location: Oklahoma Frontier Experience

During Sensory-Friendly Time, the Wild West will be a little less rowdy. See how things were done in the Frontier Days and even try your hand at roping in the OK Kids Corral. Just let the demonstrators know if you need a little special assistance.

10 CARNIVAL

The lights and music of the carnival rides will be off during Sensory-Friendly Time. Games and voice amplification systems necessary for loading and unloading, safety or instructions will be at a lower volume.

III GREAT AMERICAN PIG RACES

Location: Centennial Plaza

You're invited to come cheer for your favorite pig. Amplification systems will be lower in volume and no additional music will play during this performance time.

12 KIDS PEDAL TRACTOR PULL

Location: Centennial Plaza

This interactive show lets little ones selected to participate act as if they are in their very own tractor pull. Show presenters will be happy to provide accommodations for any child with sensitivities that is a part of the show.

13 KIDS CAN COOK

Location: Bennett Event Center

This interactive show selects kids to help show how healthy and fun cooking can be. Registration is at 12:15 p.m. You can ask Ms. Diane any questions you may have to see if your kiddo will be able to be as comfortable as if they were in their own kitchen! If selected to be a guest chef...let the YUM begin!