**Intersections v3 ACCESS FAQ**

Do you have to show any proof to register for free tickets?

* Absolutely not! You can just register for free tickets on our online platform or in person at the show!

How long is the show?

* The show is no longer than two hours. There will be seven pieces total (including intro videos that makes each piece about 12 minutes long with the final piece being about 18 minutes long). There will be a 10 minute intermission between the 4th and 5th piece.

What are the COVID precautions for in person audiences?

* This is a mask mandatory event. There will be limited masks available at the venue, but do encourage people to bring their own. We also encourage folks to stay home if they are feeling unwell and join the livestream.

What other access features are available?

* This is an ADA compliant venue, with wheelchair accessible seating and ability to move chairs as needed to accommodate.
* There will be ASL with a picture in picture video for livestreamers and visible for in person audiences.
* There will believe captioning embedded within video for livestreamers as well as a QR code available for in person audiences so they can view from their smartphones. Wifi can be tricky so we encourage folks to use smartphone data if possible for best service.
* There will be audio descriptions embedded within the music for all to hear. This is primarily because the audio descriptions also contain narrative that is integral to the piece. While we have done our best to balance live music with audio descriptions (1-2 instruments at a time and pre recorded when there are more instruments), there might be auditory overstimulation. Wearing your personal headphones or ear plugs is also encouraged.
* There will be no flashing lights and it is a light sensory sensitive place. We also encourage audiences not to wear heavily scented perfumes for scent sensory sensitivity. While live music can be at times a bit unpredictable in balance, we encourage headphones if that is desired. We also offer the lobby outside of the performance space that has sound muffled and is a place to decompress if needed.