

Information about accessing the Port Macquarie Museum building and exhibitions

Parking

Two accessible public parking spaces for people who have mobility impairment and the required permit are available in Clarence Street adjacent to our main entrance with an additional two accessible public spaces located directly opposite our building outside the Historic Courthouse.

Wheelchair and motorised scooters

All exhibition spaces are wheelchair accessible. Exhibition spaces are not suitable for motorised scooters. Motorised scooters may be parked in the Museum garden area.

Accessible Entry

Our main entrance has a single step up (180mm high). Our building's State Heritage listing does not allow us to provide a hand rail.

Accessible entry can be arranged through The Forest Courtyard which is adjacent to our main entrance. Please phone ahead on 02 6583 1108 to arrange access.

Toilets

The Museum has a fully accessible public toilet.

Large Print and Audio Guides

The Museum labels all its exhibitions with large print labels. Some exhibition items also have an audio guide which is accessible by scanning the adjacent QR code with a personal hand held device such as a smart phone or tablet.

Large print guides are available from the Museum's front desk.

Tours and activities

Tours are self-guided. Throughout the museum there are children's and hands-on activities, and also a family friendly 'I Spy' trail.

The Museum offers Auslan led small group tours by appointment. Auslan tours are led by a qualified interpreter.

Assistance animals

Trained, registered and visibly identified assistance animals are welcome when accompanied by their handler.

Online Exhibitions

Some of the Museum's exhibitions are accessible online. For information about online exhibitions visit the Exhibitions page on our website: <u>https://portmuseum.org.au/exhibitions.html</u>

Contact us

If you have questions, or so we can tailor access to your needs before you visit, please contact us: <u>https://portmuseum.org.au/contact.html</u>