

KOGOD STAGE

Intelligence

Information for Ushers



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SPECIFIC INFORMATION FOR *Intelligence*:

PLEASE NOTE: Usher check in time for this show begins an hour and a half before show time – please arrive on time – the usher meeting will take place an hour before show time

The house will open approximately 30 minutes prior to the performance.

Show Length: This is a two-act show. The length of the performance is approximately 2 hours and 5 minutes. There is a 15 minute intermission.

Content: There are haze and strobe warnings in effect for this performance as well as loud sounds and “explosions.” Additionally there will be some images and scenes that depict war and war sounds.

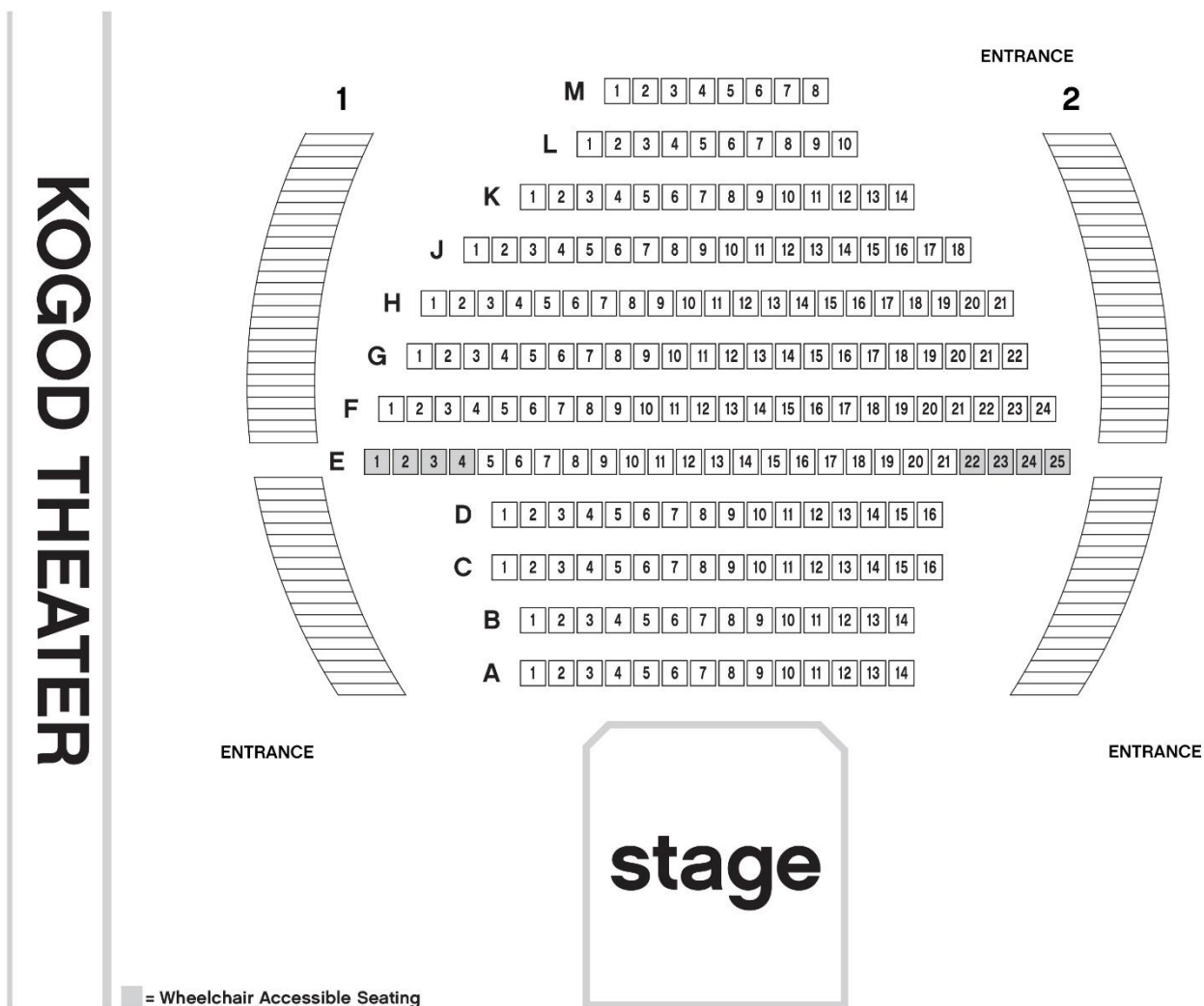
Late Seating Break: The "late seating break" is a time in each performance, designated by the director, when latecomers may be seated within the theater. The time is selected by the director so it will be the least disturbing to the audience and to the actors.

The late seating break will take place about 5 minutes in to the show once the Boutique scene has begun. Ushers should only take available seats in the back half of the house after the Late Seating Break. Your house manager will tell you more about the late seating break for your performance the night you come to usher.

Aisle ushers, please make sure no-one walks across the stage before or after the show. Patrons are welcome to leave through the lower doors, but make sure they don't walk on the stage or go backstage!

GENERAL INFORMATION FOR THE Kogod:

Seating: On the seating chart below, note how the aisles are numbered and where they are located. The aisle numbers will let you know what direction to send the patron as they enter the theater. Also note that the first seat in each row of Aisle 1 begins with seat #1 and each seat numbers progress in a sequential order across the row to the opposite side, Aisle 2. Row E has no steps. The first four seats in Row E, both sides, are removable chairs reserved for wheelchairs.



- House Rules:**
1. Food is not allowed inside the theater. Drinks are permitted inside the theater (no glass and no cans).
 2. No children under age 5 for this production. Advise the House Manager if you see a child that appears to be under age 5.
 3. No use of cell phones or cameras inside the theater. No texting or recording of any kind allowed inside the theater. Patrons may take photos of themselves before or after the show if they wish, but no photography during the performance.

Patrons with Walkers/Canes/Wheelchairs: If you take a patron's walker (or other mobility equipment) at the beginning of the show to stow it for them, you are then responsible for returning it to the patron at intermission and after the performance has concluded. You will be that patron's personal concierge for the evening. If you should happen to check out early – please remember to advise the House Manager or a neighboring usher the location of the patron and their items.

After the performance has concluded the ushers will remain inside the theater until all patrons have safely exited the space.

4. No patrons or ushers should ever walk across the stage. Before the show and after the show, aisle ushers should make sure patrons know if they need to get to the other side of a row; they must cross through the seating area or leave the theater and walk around to the other side of the house.