



## **PS² ACCESSIBILITY AND INCLUSION GUIDE**

PS²'s long-term aim is to be inclusive and accessible to all.

We recognise the social model of disability. We understand that requirements are not the same for everyone, and that lived experience ranges across a spectrum of visible and invisible disabilities.

This document outlines what elements of our building, our offsite locations and our programme are accessible, those that are inaccessible, and where we can make modifications to make your visit as comfortable as possible.

### **PS²'s building on Rosemary Street**

You need to ring a bell to gain access to the premises. There is one step at the entrance, and we can place a ramp to easy access. The project space/ exhibitions are on the first floor, accessible by stairs and a lift. The lift might not be accessible for large wheelchairs. Unfortunately, access to some areas of the building is restricted for wheelchair users, those with mobility aids, or people with prams. For example, to the artists' studios, toilets, and kitchen on the third floor, and the toilets on the second floor.

This is because we occupy a temporary building, which we cannot make modifications to, but PS² is committed to ensuring that future buildings can meet our accessibility aims. You may find that the building is quite cold, this is also due to restricted resources.

### **Arriving at PS² on Rosemary Street**

Blue badge parking is available outside the entrance to PS², on the pedestrianised street. Occasionally we have a sign outside that indicates we are open – this sign can be easily moved if necessary. However,



PS² (Paragon Studios Ltd.)  
Property House  
11 Rosemary Street  
Belfast BT1 1QA

please be aware that vehicles are parked at the owner's risk, and the street is regularly used for loading and unloading large vehicles which require a thoroughfare between 6pm and 11am.

There is a buzzer on the right of the entrance, which will connect you to a member of the team in the Project Space. Our office hours are 10am – 6pm Monday to Friday, though we may occasionally run errands to get, for example, materials.

### **Accessing PS² through the ground floor entrance**

PS² has a ramp to enable wheelchair users, people with mobility aids and people with prams to access the main entrance, where there is a small step. Please use the buzzer to notify staff, who will be able to put the ramp in place.



## **Access to PS² facilities**

There are no accessible toilets for wheelchair users or prams. There are three gender neutral toilets in cubicles on the second floor, spread across two adjacent rooms. Both rooms include sinks and one contains a bath. Please do not use the bath or pour anything into it. There are no baby-changing facilities on the premises.

## **Access to events and exhibitions in PS²'s Project Space**

Our first floor Project Space is accessible for wheelchair users, people with mobility aids and people with prams via a lift from the ground floor. The lift is on the left side of the staircase as you enter the foyer. The lift is 80cm wide and has a turning circle on entry and exit. Please note the narrow width of the lift, or contact us on [info@pssquared.org](mailto:info@pssquared.org) before travelling.

The doorway to our Project Space is 90cm, and has a fire door, which can be a little heavier to push than standard doors.

Our Project Space is illuminated by strip lighting and a large skylight, although lighting will vary according to the exhibition or event we are staging. Please get in contact with us by emailing [info@pssquared.org](mailto:info@pssquared.org) to discuss the current lighting if this is a concern.

If PS² is hosting an event, seating will consist of backed chairs. There will always be seating – usually benches measuring 150cm x 30cm – in the Project Space during exhibition launches and for the duration of the exhibitions.

Occasionally, depending on the exhibition, we might introduce sensory elements that could include sound or smells. Please check our website in advance of your visit, or email [info@pssquared.org](mailto:info@pssquared.org) to discuss any current sensory exhibition elements if this is a concern.



## **Access to studios**

Three studios on the first floor and one studio on the second floor are accessible to wheelchair users, those with mobility aids, or prams via the lift. Unfortunately, none of the third-floor studios are wheelchair or pram accessible as the lift does not extend to that floor and access is by stairs only.

## **Access to PS² resources**

Our second-floor meeting room is accessible to wheelchair users (with some restrictions), people with mobility aids and people with prams via the lift. It has chairs and a table which can be reconfigured. The meeting room can also double as a quiet space. Please approach a member of staff or email [info@pssquared.org](mailto:info@pssquared.org) to discuss this.

Large-print versions of exhibition texts are available on request. We can also provide easy read versions of all our programme information, though this may not be available at all times due to a lack of staff capacity. Please email [info@pssquared.org](mailto:info@pssquared.org) to request easy read material and we will provide this as quickly as possible. The meeting room has a stock of books and catalogues from previous projects. We hope to have a list of these books on our website soon.

British and Irish Sign Language interpreters are available for events on request and for an additional charge. Please email [info@pssquared.org](mailto:info@pssquared.org) for further information.

We are a dog friendly organisation, and welcome guide-dogs and hearing-dogs throughout the building. Please keep your dog on a lead at all times. Do not engage with working animals without permission.



## **Covid and access to PS²**

If you are shielding or vulnerable but would still like to visit PS², we can discuss the best time for you to visit. We have wall mounted do hand-sanitiser dispensers at the entrance and first floor and we can provide masks. Please email [info@pssquared.org](mailto:info@pssquared.org) for further information.

## **PS²'s offsite locations**

MAKER MALL is a new pilot programme that we are running for artists who require support to carry out their artistic practice. It is in Unit 59, on the first floor of CastleCourt Shopping Centre. The space is fully accessible, including an accessible toilet, and is close to the lift with easy access from the car park. PeasPark is a community garden, urban park, recreational space, playground, and exhibition site in North Belfast. The pathways are rough and covered with mulch, which makes the use of wheelchairs difficult. Caution should be taken in using mobility aids and prams. The ground can become very slippery or unsteady depending on recent weather. Please consider this in advance of travelling. The perimeter of the park has a footpath and fence.

Please be aware that the park features numerous large raised wooden vegetable beds, as well as other ground-level obstructions such as planted pots and tyres. The park is regularly used by children and the local community. Please email [info@pssquared.org](mailto:info@pssquared.org) to discuss any specific access requirements for PeasPark.



## **PS² is a safe space**

PS² has a Safeguarding Policy which outlines a Code of Behaviour. This Code of Behaviour is applicable across all of the organisation's sites and projects. PS² commits to:

- Promoting and protecting the human rights of all adults in every aspect of their work
- Treating all adults with dignity and respect
- Being patient and listening
- Communicating clearly, in whichever way best suits the individual and check their understanding
- Adopting a person-centred approach
- Treating all adults fairly and equally
- Promoting independence and choice
- Encouraging participation
- Helping all adults to fulfil their ability and potential
- Involving all adults in decision making to the fullest extent

## **In the event of an emergency**

There are four fire escapes. The main one is one via the ground floor entrance to the front of the building. The other three fire escapes lead to the rear of the building: one stairway leading from the first-floor office, one via a ladder from a flat roof on the third floor, and one via a ladder from a flat roof on the top floor. PS² has written procedures for dealing with emergencies which can be found in the Safeguarding Policy (which you can request by emailing [info@pssquared.org](mailto:info@pssquared.org) )

## PS<sup>2</sup> staff and freelancers

When you are visiting PS<sup>2</sup> on Rosemary Street or any of our offsite locations, you might see the following people. Please do not hesitate to ask any of them for advice or assistance.

<b>Peter</b>		<b>Bronagh</b>	
<b>Davy</b>		<b>Catherine</b>	
<b>Ciara</b>		<b>Linda</b>	
<b>Jane</b>			



## About this document

This guide was first produced in March 2023 and will be revised in January 2024, or when PS² moves to new premises, whichever is earliest.

This guide is not exhaustive, and we welcome your suggestions on how it can be improved. Please speak to a member of staff or email us [info@pssquared.org](mailto:info@pssquared.org) with any questions or comments.

This guide has been influenced by excellent guides that we have come across in [Ormston House](#), Limerick, [Eastside Projects](#), Birmingham, and [Aire Space Studios](#), Leeds. We are grateful to these organisations for inspiring us.

## Other resources

For more information on best practice in providing inclusive and accessible arts spaces in Northern Ireland, please refer to the University of Atypical's [Arts & Disability Charter](#).

CCA Derry~Londonderry has excellent links to resources for artists who want to produce an access rider. An access rider is a document that outlines your disability access needs. You can find more information on the gallery's [Supports page here](#).