



# BOISE FLOWER & GARDEN *show*



## Frequently Asked Questions

### **Purchasing Tickets**

Tickets are for sale at the box office located on The Grove, beginning 1/2 hour prior to regular show hours. Payment is by cash only. There is an ATM machine on-site for your convenience as well as an ATM at U.S. Bank and Wells Fargo, directly across The Grove. Box office stops selling tickets 45 minutes prior to show closing all days. Or pre-purchase tickets at [www.GardenShowBoise.com](http://www.GardenShowBoise.com). No entrance without a ticket.

### **Can I take pictures and video?**

You are welcome to capture images from the show on film. You are also welcome to bring a video camera.

### **Can I exit the show and return?**

Yes. You may have your hand stamped upon exiting for same day return to the show. To return on subsequent days you must purchase a new ticket.

### **What is the smoking/vaping policy?**

For the health and comfort of all of our guests, and in accordance with the rules at the Boise Centre, there is no smoking or vaping permitted in any location within the show, concession areas, restrooms, or lobbies. Smokers will have to step outside. Be sure to have your hand stamped for re-entry.

### **Are there places to eat?**

The Boise Centre offers an extensive concession area and cafe during all show hours.

### **Is the show wheelchair accessible?**

Yes. The show is arranged all on one level, and the Boise Centre is wheelchair accessible. A limited number of wheelchairs are available to borrow during your show visit on a first-come, first-served basis. Wheelchairs may be requested at the entrance to the show. ID or credit card must be left at the ticket office during use. Please note that not all exhibits may be accessible by wheel chair due to design or materials.

### **As a member of the press, how can I access press information?**

Contact Anna Marie Aldinger at (208) 376-0464 or email her to receive specific press information at [info@ibleventsinc.com](mailto:info@ibleventsinc.com).