

ACCESSIBILITY GUIDE | LIGHTPORT | SOUTHPORT 2026
14 - 16 FEBRUARY | FREE EVENT

LIGHT PORT



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Accessibility Guide Introduction

Lightport is a FREE immersive light and sound experience taking place in Southport from **Saturday 14th to Monday 16th February 2026**, between **5pm and 9pm** each evening. The event will transform **Lord Street** into a vibrant light trail featuring **four main installation zones** at:

- Zone 1 - Mermaid Gardens
 - ENCHANTED GARDENS
 - MERMAID POND
 - SUNDIAL PRISM
 - END OF THE RAINBOW
- Zone 2 - Monument Square (including war memorials, obelisk, and pond)
 - GRADIENTS
 - ATMOSPHERE
 - INTO THE LIGHT
 - ELEMENTAL
- Zone 3 - Christ Church Gardens
 - CONNECTOR / QUIET ZONE
- Zone 4 - Town Hall Gardens
 - ARC

Visitors are encouraged to start at Mermaid Gardens for the best flow. Estimated attendance: **approx. 10,000 visitors per night** spread over four hours.

Travel to Southport

Travelling to Southport is accessible and straightforward, with direct train routes from Liverpool and Manchester.

- ***By Rail***

Southport Station is a 2-minute walk from the recommended start of the trail (Mermaid Gardens **PR9 0AF**). The station offers step-free access, lifts, and accessible toilets (Radar key required).

More info: [National Rail Southport Station Accessibility](#).

Journey planner: [National Rail Journey Planner](#)

- **By Bus**

Local services operated by Arriva and Stagecoach are wheelchair accessible.

Plan your journey: [Merseytravel Journey Planner](#).

More Info: [Accessibility via Merseytravel](#).

- **By Road**

There are two major routes into Southport: one from the north and one from the south. Both start on the M6 motorway. If you're travelling from the north, exit the M6 at junction 31 and head towards Preston. From there, take the A59 and follow the signs.

If you're travelling from the south, exit the M6 at junction 26 to join the M58. After you pass Skelmersdale, join the A570, which will take you all the way to Southport.

Finally, if you're travelling from the east, you should take the M62 or M65 instead.

Road Closures during event:

- London Street (Hoghton Street to Lord Street)
- St Georges Place (from Post Office Avenue)
- Lord Street Service Road (near British Heart Foundation)

Car Parking

Blue Badge holders: Free parking in Pay & Display bays throughout the town centre and dedicated accessible spaces marked as disabled. Blue Badge holders can also use parking places on street where waiting is free but time limited – for example 'free parking for one hour' - badge holders don't have to leave they can stay all day.

More info: [Sefton Council Parking](#).

Locate Blue Badge Spaces: [Blue Badge Parking](#).

**** Please note, the Blue Badge Parking website is an independent website and not operated by the council so we cannot guarantee the content.***

- Most council car parks have disabled bays, level access, and accept contactless payment. If you park in a private car park, please refer to the specific disabled parking T&Cs as they are not always free.
- Ocean Plaza and major retail parks provide wide bays and step-free access.

Car parks within close proximity to the start of the trail:

Tulketh Street – West (PR8 1AN)

Disabled Bays: Yes

Charges:

Free for Blue Badge holders

Price range: £1.00 - £3.50

Payment: Pay & Display, cards, cash, contactless.

Tulketh Street – East (PR8 1AW)

Disabled Bays: Yes

Charges:

Free for Blue Badge holders

Charges: *Similar to West (approx. £0.90–£3.50)*

Payment: Pay & Display, cards, cash, contactless

London Street NCP (Southport Train Station PR9 0TJ)

Disabled Bays: Yes

Charges:

Please note: this car park is NOT free for Blue Badge holders

Price range: £2.00 - £4.50

Payment: NCP App, card, ANPR system

There are many other private car parks throughout Southport which may be suitable for your visit.

Please check individual car park closing times.

- ***By Taxi***

Wheelchair-accessible taxis are available via local taxi firms, **we always recommend ringing and booking ahead** as many are booking only. On the day availability is not always available.

- Alpha Taxis – 01704 537777
- Central Cabs – 01704 544414
- One Call Taxis - 01704 547000

Where to Stay

Southport offers a range of fully accessible and partially accessible accommodation options. We always recommend ringing ahead; to discuss your needs in detail so that the hotel can make direct recommendations and accommodations. The below list is not exhaustive:

Hotel Name	Rating	Accessible Rooms
Waterfront Southport Hotel	4★	Accessible rooms with interconnecting options, roll-in showers, emergency pull cords: The Waterfront Hotel - Accessibility Tel: 01704 516220
Premier Inn Southport Central	3★	Accessible rooms with wet rooms or lowered baths; all on ground floor: Premier Inn Tel: 0333 0919 817
Travelodge Southport	3★	Wheelchair-accessible rooms with adapted bathrooms; lifts available: Travelodge Tel: 08715 591862
Lord Street Hotel	4★	Fully accessible room available with wet room, shower seat, rails and lift access. May not be fully suitable for wheelchair users due to heights of facilities: Lord Street Hotel - Accessibility Tel: 01704 829027
The Vincent Hotel	4★	Fully accessible room available with additional rooms with walk-in showers: The Vincent Hotel - Accessibility Tel: 01704 883 800

There is also a wide range of B&Bs, Air BnBs and private accommodations across Southport - available to view and gain more information on via the internet: [Google](#), [Air BnB](#), [Booking.com](#). We recommend checking out other hotels and their facilities directly or contacting them individually based on your specific needs – as there may be many other fantastic options available for your stay.

Changing Places Facilities

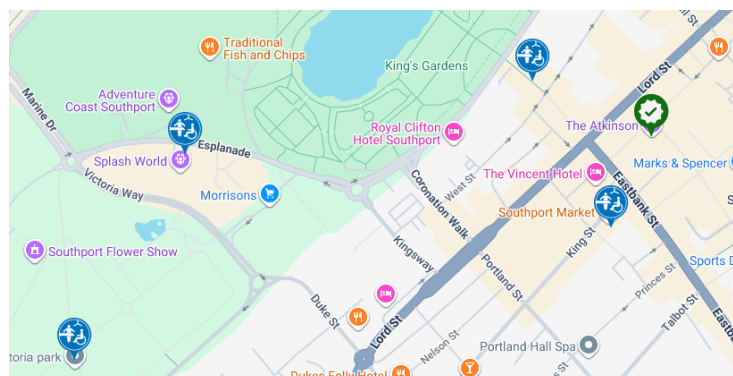


A Changing Places toilet is a larger, fully equipped accessible toilet with a hoist and adult-sized changing bench for people with complex disabilities.

For more information on Changing Places toilet facilities in Southport, and for specific details, use the [‘Find a Changing Places Toilet’](#) website.

The Atkinson (Lord Street)

Day	Opening Hours
Monday	10:00 – 16:00
Tuesday	10:00 – 16:00
Wednesday	10:00 – 16:00
Thursday	10:00 – 16:00
Friday	10:00 – 16:00
Saturday	10:00 – 16:00



Southport Market (Market Street)

Day	Opening Hours
Wednesday	10:00 – 22:00
Thursday	10:00 – 22:00
Friday	10:00 – 23:00
Saturday	10:00 – 23:00
Sunday	10:00 – 18:30

Dunes Splashworld (The Esplanade)

Day	Opening Hours
Monday	07:00 – 22:00
Tuesday	07:00 – 22:00
Wednesday	07:00 – 22:00
Thursday	07:00 – 22:00
Friday	07:00 – 22:00
Saturday	09:00 – 16:00
Sunday	09:00 – 16:00

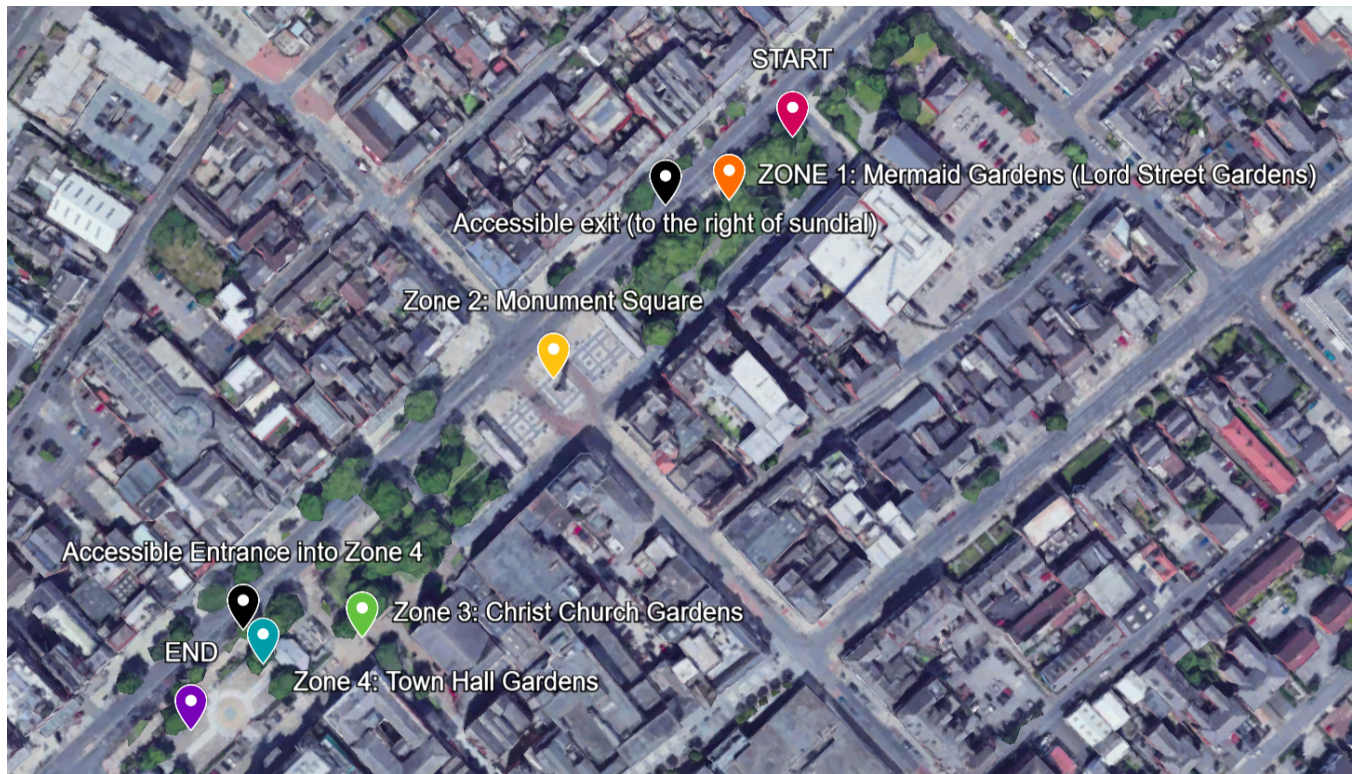
Victoria Park (The Esplanade)

Day	Opening Hours
Monday	09:00 – 16:00
Tuesday	09:00 – 16:00
Wednesday	09:00 – 16:00
Thursday	09:00 – 16:00
Friday	09:00 – 16:00
Saturday	09:00 – 16:00
Sunday	09:00 – 16:00

The Life Rooms (Scarisbrick Avenue)

Day	Opening Hours
Monday	09:00 – 16:30
Tuesday	09:00 – 16:30
Wednesday	09:00 – 16:30
Thursday	09:00 – 16:30
Friday	09:00 – 16:30

Lightport Map



The start is at Zone 1 - Mermaid Gardens on Lord Street Gardens.

Zone 2 - Monument Square.

Zone 3 - Christ Church Gardens.

Zone 4 - Town hall gardens. The end of the trail.

Overview of Installations

Title	Location	Flashing Lights	Strobe Lights	Other Effects	Noise/Music	Seating	Floor
Zone 1 Mermaid Gardens 'ENCHANTED GARDENS'	Lord Street	Slow, pulsing	No	Bright, slow-moving, colour-changing LEDs Audience scanning lasers Smoke/haze throughout	Upbeat throughout zone	Nearby benches in area	Level
Zone 1 Mermaid Gardens 'MERMAID POND'	Lord Street	Slow, pulsing	No	Bright, slow-moving, colour-changing LEDs Audience scanning lasers Smoke/haze throughout	Upbeat throughout zone	Nearby benches in area	Level
Zone 1 Mermaid Gardens 'SUNDIAL PRISM'	Lord Street	Slow, pulsing	No	Bright, slow-moving, colour-changing LEDs Audience scanning lasers Smoke/haze throughout	Upbeat throughout zone	Nearby benches in area	Level
Zone 1 Mermaid Gardens 'END OF THE RAINBOW'	Lord Street	Slow, pulsing	No	Bright, slow-moving, colour-changing LEDs Audience scanning lasers Smoke/haze throughout	Upbeat throughout zone	Nearby benches in area	Level

Title	Location	Flashing Lights	Strobe Lights	Other Effects	Noise/Music	Seating	Floor
Zone 2 Monument Square 'GRADIENTS'	Lord Street	No	No	Slow moving lights, bright, low level Smoke/haze throughout	Slow scanning soundscape, will fill the space	Nearby on Lord Street	There are some steps into the installation – can be viewed from floor level
Zone 2 Monument Square 'ATMOSPHERE'	Lord Street	No	No	Lasers high level - above audience Smoke/haze throughout	Bold and loud	Nearby on Lord Street	Level
Zone 2 Monument Square 'INTO THE LIGHT' <i>Memorial Area</i>	Lord Street	Yes	No	Multi-coloured bright/bold low-level lighting, slow and fast moving Smoke / Haze throughout	Full tempo soundscape	Nearby on Lord Street	There are some steps into the installation – can be viewed from floor level
Zone 2 Monument Square 'ELEMENTAL' <i>Memorial Pond Zone</i>	Lord Street	No	No	Light projection onto water – viewed from a distance	No audio	Nearby (Lord Street & Town Hall Gardens)	Level

Title	Location	Flashing Lights	Strobe Lights	Other Effects	Noise/Music	Seating	Floor
Zone 3 Christ Church Gardens <i>Connector / Quiet Zone</i>	Lord Street	Pulsing	No	Multi-coloured neon lighting - pulsing, ground level	Atmospheric tones, minimal	Nearby (Lord Street & Town Hall Gardens)	Level
Zone 4 Town Hall Gardens 'ARC'	Lord Street	No	No	Static to very slow-moving diffused LED lights Smoke/haze throughout	Ambient soundscape	Benches	Level, ramps

Individual Installations

‘ENCHANTED GARDENS’ - Mermaid Gardens – Zone 1

Overview:

Mermaid Gardens will mark the start of the ‘Inside the Rainbow’ experience, upon entering the gates to the gardens, the entirety of the green space will be lit in a number of ways.

The first zone will see hundreds of mirrored LED lights placed throughout Mermaid Gardens creating mesmeric, enchanting field of light, as multi-coloured light patterns pulse and breathe life into the gardens. Hundreds of 3 metre tall LED bars will create a harmonising, ethereal light show - glowing and flashing individually as light bounces between them, as well as moments where they shimmer in unison and murmur in sync, as if they are interconnected via a complex, unseen network - emulating the hidden network that connects trees, mycelium and flora within the forest. Delicate audience-scanning starburst lasers will pierce and twist through the trees reaching out into the audience and over the Mermaid Pond, activating the entire space in a spell-binding display - multiple forms of intricate light patterns will fill this space entirely as viewers move through the enchanted gardens.

Visual / Light considerations:

LED Bars – pulsing, fast moving, multi-coloured LED light patterns

Starburst Lasers - Slow, very bright

Sundial Prism - Slow moving / static light with colour reflections

End of the Rainbow - beam effect, static / viewed from a distance - quieter area

Smoke / Haze throughout

Noise / Music considerations:

Upbeat, enchanting soundscape, audio will be played throughout the entire zone.



Level pathways through the gardens, low fencing, wheelchair accessible entrances and exits to Mermaid Gardens.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

'MERMAID POND' - Mermaid Gardens – Zone 1**Overview:**

The Mermaid Pond itself will be illuminated as rainbow colours ripple, flow and converge within the water.

Visual / Light considerations:

LED Bars – pulsing, fast moving, multi-coloured LED light patterns

Starburst Lasers - Slow, very bright

Sundial Prism - Slow moving / static light with colour reflections

End of the Rainbow - beam effect, static / viewed from a distance - quieter area

Smoke / Haze throughout

Noise / Music considerations:

Upbeat, enchanting soundscape, audio will be played throughout the entire zone



Level pathways through the gardens, low fencing, wheelchair accessible entrances and exits to Mermaid Gardens.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

‘SUNDIAL PRISM’ - Mermaid Gardens – Zone 1**Overview:**

The sundial will be transformed into a prismatic installation that will emit soft rays of rainbow light that transforms the existing park features.

Visual / Light considerations:

LED Bars – pulsing, fast moving, multi-coloured LED light patterns

Starburst Lasers - Slow, very bright

Sundial Prism - Slow moving / static light with colour reflections

End of the Rainbow - beam effect, static / viewed from a distance - quieter area

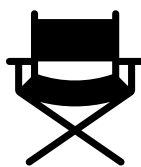
Smoke / Haze throughout

Noise / Music considerations:

Upbeat, enchanting soundscape, audio will be played throughout the entire zone



Level pathways through the gardens, low fencing, wheelchair accessible entrances and exits to Mermaid Gardens.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

'END OF THE RAINBOW' - Mermaid Gardens – Zone 1

Overview:

This zone culminates at the 'End of the Rainbow' installation - visitors will be able to see and experience the illusive end of the rainbow, as it beams down from above into the pond at the far end of the gardens - adding yet another layer of mystery and magic to the experience.

Visual / Light considerations:

LED Bars – pulsing, fast moving, multi-coloured LED light patterns

Starburst Lasers - Slow, very bright

Sundial Prism - Slow moving / static light with colour reflections

End of the Rainbow - beam effect, static / viewed from a distance - quieter area

Smoke / Haze throughout

Noise / Music considerations:

Upbeat, enchanting soundscape, audio will be played throughout the entire zone



Level pathways through the gardens, low fencing, wheelchair accessible entrances and exits to Mermaid Gardens.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

'GRADIENTS' Monument Square – Zone 2

Overview:

Each of Monument Square's colonnades will be activated from within by two different immersive audio-visual experiences. The first colonnade will house the installation 'GRADIENTS', a dazzling, horizontal rainbow formed from multiple layered 'sheets' of light. Viewers will enter the space and can pass through these permeable, luminous walls. These powerful light planes will slowly morph and shift, unfolding into soft, multi-coloured gradients and richly saturated colour scans. As radiant washes of light travel up and down the space, the horizontal layers take on a physical, almost tangible presence, transforming light into an evocative, immersive and spatial experience. The constantly shifting volume of light is navigable, redefining how we perceive the environment we are placed within and how we differentiate between the physical and the immaterial.

Visual / Light considerations:

Horizontal Beam Lights - slow moving, bright, low level

Smoke / Haze throughout

Noise / Music considerations:

Slow scanning sounds, soundscape will fill the space



Level pathways through the installation via usual road and pavements (level access points). The entrance to the colonnade has steps, so people using wheelchairs or with mobility needs may find access into the space difficult. Lighting display can still be viewed with level access from the lower level outside of the monument – area is closed to traffic.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

'ATMOSPHERE' Laser Show - Monument Square – Zone 2

Overview:

Viewers will then reach Monument Square - where a vast overhead laser display will create an encompassing visual spectacular on a huge scale.

The laser show will transform the night sky into a living canvas of colour, movement and luminescence. Precision-cut beams of saturated rainbow light radiate across the space, forming a ceiling or blanket of light that dances above the audience, the jaw-dropping display completely alters the viewer's environment and transforms Monument Square. Drawing inspiration from natural phenomena, waves, auroras and clouds, lasers are choreographed into slow, fluid sweeps and dramatic convergences. Colours blend and fracture overhead as viewers stand beneath a vast, shifting spectrum that responds to its surroundings. 'ATMOSPHERE' is a shared moment; a place to pause, to look up, to feel connected and to be inspired. Rippling bands of colour move in fluid motions above the audience, inviting visitors to gather and experience the colour spectrum in full. Bold, optimistic and unmistakably celebratory, the sprawling installation acts as a beacon within the town - unforgettable from within and designed to leave a lasting impression of joy, unity and wonder.

Visual / Light considerations:

Lasers - multi coloured, continuous colour changes, high level - above audience

Smoke / Haze throughout

Noise / Music considerations:

Soundscape will be bold, loud and fill the entirety of Monument Square



Level pathways through the installation via usual road and pavements (level access points) – area is closed to traffic.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

'INTO THE LIGHT' Memorial - Monument Square – Zone 2

Overview:

Within the second colonnade, a sequence of defined, radiant cone-shaped light forms, each represented by a distinct spectral colour, beam down from above. Carving out individual, conical chambers of colour and light that invite play and exploration. This immersive installation uses powerful, defined cone forms to delineate shapes and space through colour, scale and tempo. A series of vertical light volumes descend from above, forming distinct yet permeable zones that can be entered, meaning the lighting display can be both observed from the inside as well as from the outside, as audience members become part of the installation itself.

Bold primary colours jump from one cone to the next in a playful and joyful sequence. Colour transitions accelerate and decelerate as the pace quickens and slows back down again over time. The changing speed of the lighting sequences creates a rhythm across the installation, encouraging both slow observation as well as energetic moments of transition.

Visual / Light considerations:

Vertical Beam Lights - Multi-colour, pace changes, slow moving to start to very fast moving, bright, bold, low-level lighting

Smoke / Haze throughout

Noise / Music considerations:

Soundscape will match the tempo of the lights and fill the space



Level pathways through the installation via usual road and pavements (level access points). The entrance to the colonnade has steps, so people using wheelchairs or with mobility needs may find access into the space difficult. Lighting display can still be viewed with level access from the lower level outside of the monument – area is closed to traffic.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

'ELEMENTAL' – Memorial Pond Zone – Monument Square – Zone 2

Overview:

A small water projection rises above the pond behind the monument, hovering, twisting and gently shapeshifting in mid-air within a veil of fine mist to create a spectral hologram. Water droplets produce a delicate, ephemeral canvas on which a surreal, three-dimensional display floats and morphs above the water.

This small but emotive installation embodies the rainbow in every way - harnessing and experimenting with the mediums of refraction, reflection and dispersion.

Visual / Light considerations:

Projection – projection onto water, viewed from a distance

Smoke / Haze throughout

Noise / Music considerations:

No audio, quiet area



Level pathways around the installation via usual road and pavements (level access points), installation viewed from a distance – area is closed to traffic.



Whilst the installation itself does not contain any seating areas; street furniture is situated in the vicinity of the installation in the area.

‘CONNECTOR / QUIET ZONE’ - Christ Church Gardens – Zone 3**Overview:**

Church Gardens will be a connector space, colourful, pulsing neon lighting will line the pathways leading visitors to Zone 4 towards the headline installation in Town Hall Gardens.



Visual / Light considerations:

Multi-coloured neon lighting will line the pathways - pulsing, ground level

Multi-coloured up lights will illuminate the church

Noise / Music considerations:

Minimal, quiet

	Level access pathways and no vehicle movement.		There are no seating areas within the Church Gardens but some seating facilities on the outside areas.
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'ARC' – Town Hall Gardens – Zone 4

Overview:

Core memories are created as this jaw-dropping spectral vision turns the 'Inside the Rainbow' theme into an unforgettable and joyous reality & spectacle as Lucid's interpretation of this enigmatic, natural phenomenon stops viewers in their tracks. A place where memory, imagination and reality merge - the vast installation towers above the viewers below at 10 metres tall and wide. A jaw-dropping, dreamlike vision rises from the ground at the heart centre of Town Hall Gardens, forming a complete, luminous rainbow that can be entered and experienced from within. The momentary, untouchable nature of the rainbow is replaced with a tangible depiction of this universal symbol of optimism.

Using 7000 individual pixels of colour - Lucid's recreation of the rainbow reimagines the spectrum of light with a physical form. Bands of radiant colour arc skyward, creating a powerful, evocative sense of scale while gently drawing viewers toward the centre. Mist gathers at ground level, as if the rainbow and those standing at the foot of the installation are floating amidst the clouds - in a dreamlike, surreal scene of light, sound, colour and collective wonder.

The full rainbow symbolises peace, optimism and renewal - this installation invites viewers to enter, reflect and reconnect with their surroundings and place. 'ARC' invites moments of pause and connection as visitors are encouraged not just to observe, but to pass through the portal itself, in a shared moment of peaceful reflection and contemplation.

Visual / Light considerations:

Large-scale installation

Static to very slow-moving diffused LED

Smoke/haze throughout

Noise / Music considerations:

Ambient, dreamlike soundscape will be integrated into the installation



Level access pathways, the installation can be accessed and entered via a ramp on both sides.



Benches nearby, in and around the Town Hall Gardens.

Need Additional Help?

- Stewards will be present at all installations and road closure points.
- Staff will assist with accessibility needs.
- Radios and air horns will be used for communication and emergency alerts.