

Special ticket sale arrangement for Grasshopper in Concert – no counter booking on the first day of ticket sale

Lam & Lamb Entertainment Limited (presenter), in discussion with the Leisure and Cultural Services Department, has decided **not to arrange counter booking on the first day of ticket sale of “Re: Grasshopper Concert 2022”**.

Details of ticket sale arrangement as follows:

Re: Grasshopper Concert 2022

Hong Kong Coliseum

26-29/10/2022

\$880, \$580, \$380

A total of 4 performances with about 18 200 tickets are available for public sale through URBTIX from **8 September (Thur) at 10am**. Patrons can purchase tickets through the following channels at the same time:

- URBTIX website: www.urbtix.hk
- Mobile app My URBTIX (Android and iPhone versions)
- Credit card telephone booking: 2111 5999 (10 am – 8 pm daily, including Public Holidays)

Maximum 10 tickets per purchase per person on the first day of ticket sale and maximum 40 tickets per purchase per person from the second day onwards.

(A credit card purchase limit is set for this event on the first day of ticket sale. When the aggregated number of tickets purchased by the same credit card reaches the above-mentioned maximum number per purchase in any transaction, no more purchase can be made by the same credit card for any performances of this event on the first day of ticket sale.)

In addition to URBTIX’s and Hong Kong Coliseum’s channels, the presenter will only announce the most updated information on the concert through the following official platform:

- Facebook: <https://www.facebook.com/LamNLamb>
- IG: <https://instagram.com/lamnlamb>

Presenter’s enquiry no.: 2368 4877

URBTIX appeals to patrons not to buy tickets from touts

Please note that URBTIX does not authorise the sale of tickets at non-designated venues or through non-official channels. Buying or obtaining unauthorised tickets carry risks and encourage ticket touting. Members of the public are advised to buy tickets through official channels to prevent loss from frauds.