



UK Games Expo - NEC Site Access

This document gives you information on how to get into the NEC to set up for the show.

There is a separate document that contains the UK Games Expo NEC Site Rules.

Please familiarise yourself with our NEC Site Rules and make sure that all of your people have read them. Key points are:

- Nobody under the age of 16 is allowed in the unloading areas or the hall during the Build, Breakdown and Restock periods
- Hi-vis vests should be worn when in any vehicle area, so remember to bring them

Arriving

The Build period starts at 8.00 am on Thursday June 1st. The first part of this day is reserved for Contractors who are building stands, erecting walling, etc., and those who require special access. This must be arranged in advance - contact me if you need this.

Access for Exhibitors begins at noon on Thursday June 1st and continues until 9 pm. On Friday June 2nd you can get in from 7.30 am. All stands must be fully set up by 9.30 am on Friday June 2nd.

If you are arriving by train or plane, take the Skyway from the railway station to the NEC. When you come down the stairs at the far end, go through the doors and turn right. This will take you to the main entrance for Hall 1 and to the Hall 1 Ticket Kiosk.

If you are driving, use B40 1NT for your Sat Nav, or access the NEC site from junction 6 of the M42. When you get to the NEC site, go to South 3 Lorry Park (S3 - see the NEC site plan at the back of this document). This is the staging area from which vehicles will gain access to the NEC site under the direction of NEC security. Your exhibitor name, stand number and contact details must be clearly displayed in your windscreen while you are on site. Vehicles with no clearly displayed details may be towed away by NEC security.

Getting In

You will be provided in advance with an Access Pass for the Exhibition hall, which will tell you which access door to use. When you arrive at the hall, present your Access Pass to NEC security, who will issue everyone with wristbands that must be worn at all times. These wristbands are for the Build Period only and are not valid for access to the show.

The Access Pass will be available for download as a PDF document through your Exhibitor Login on the UK Games Expo web site. You will be notified when this becomes available. If some of your build crew will be turning up individually, make sure each person/group has a copy of your Access Pass.

Unloading

While you will be assigned an access door suitable for your location in the Exhibition hall, you may still be some distance from your stand. Exhibitor vehicles will not be allowed inside the hall. Please bring your own trolleys/sack trucks/dollies to save yourself time and effort.

See the plans for Hall 1 and Halls 3/3A in this document for details on where the vehicle entry doors are located. The doors for Hall 1 are marked as VE1.1 to VE1.7, while the Hall 3A doors are VE3.6 to VE3.8. Note that the NEC's plan for Hall 1 is rotated 90° to the UK Games Expo plan; they show the main entrance on the left, we show it at the top.

In the event of another access door becoming available while you are waiting for your nominated access door, you may be offered the option of using that as an alternative, but be aware that this will usually involve a longer walk within the hall to reach your stand.

Once you have unloaded, please take your vehicle to the free Exhibitor car parks to make space for other Exhibitors. These are car Parks E1 to E4 (see the NEC site plan at the back of this document). This is particularly important if you require some time to set up what you have unloaded. You can retrieve your vehicle later on to reload transit boxes, etc.

Getting Your Exhibitor Show Passes

Exhibitor Show passes and Parking passes will be available from UK Games Expo Exhibition Services, located in a kiosk just inside the main entrance to Hall 1 (see the plan for Hall 1). Present your Access Pass for this collection.

The number of Exhibitor Show passes you are entitled to can be checked on the UK Games Expo web site - <http://www.ukgamesexpo.co.uk/passes.php>. The number of free passes and additional passes you are entitled to buy is based on the size of your stand.

Please take all the passes you will require. If members of your Show crew are arriving later, you will need to make arrangements to meet them outside the Exhibition hall to give them their show passes.

Delivering to the Show

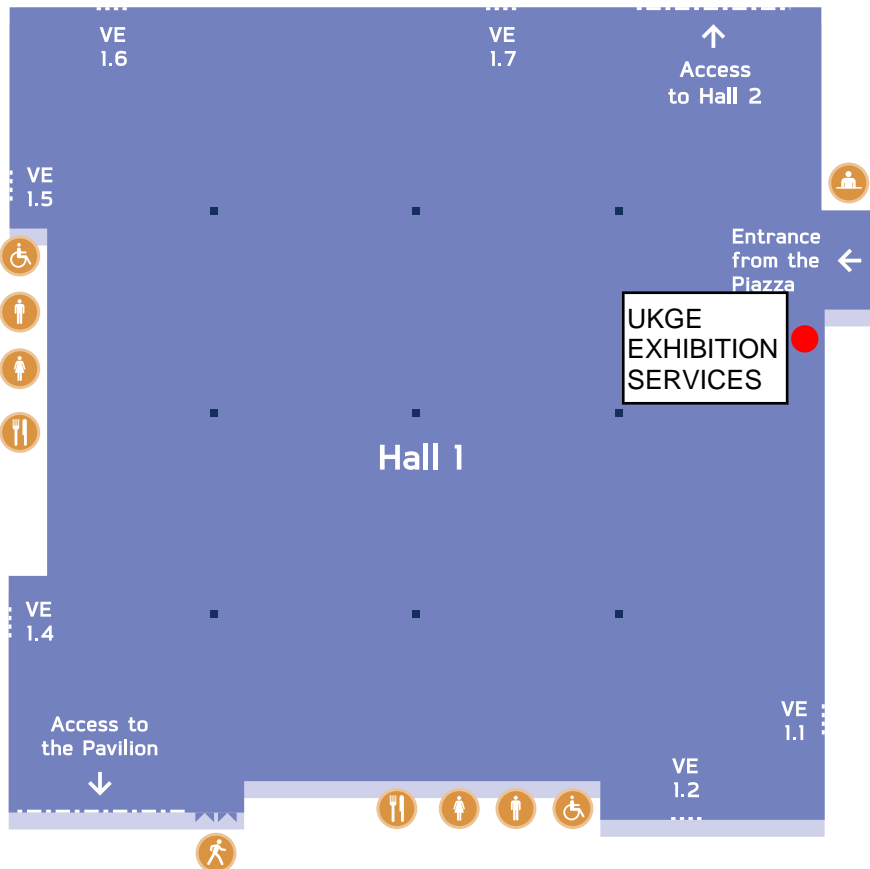
If you need to have anything delivered to the show, as opposed to bringing it yourself, be aware that the NEC will not accept deliveries before Thursday June 1st. Also be aware that you cannot leave anything in the halls once the show has closed, so you cannot arrange for something to be collected on the Monday.









If you are arranging a delivery, it should arrive after noon on Thursday June 1st. You must make sure that you are there to accept the delivery, and must be present when anything is collected. If the delivery or collection involves pallets, the delivery driver must have the ability to load/unload pallets from their vehicle.

You can get round these restrictions by working with Index Logistics, who can take goods into their warehouse before the show, deliver and collect for the show at the permitted times, and then hold your goods for collection later on. For details on this service, see the bottom of the 'Exhibitors Start Here' item on the 'Exhibitors' menu of the web site.

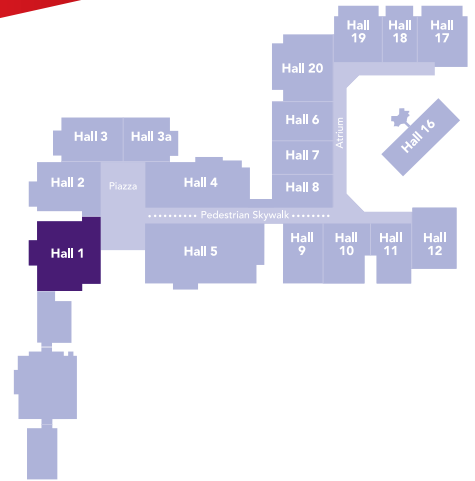
Keith Thomasson
UK Games Expo Exhibitor Liaison
keith@ukgamesexpo.co.uk

Hall 1



-  Accessible Toilet
-  Men's Toilet
-  Women's Toilet
-  Organisers' Office
-  Pedestrian Emergency Exit
-  Restaurant/Bar
-  Vehicle Entry Doors/ Emergency Exit
-  Links/Access

HALL 1 FEATURES:	
Floor Space	14,010m ²
Max. Dimensions	120 x 120m
Central Columns	9
Access	Main Entrance: 12.5m(w) x 7.8m(d) x 3.1m(h) 6 x Vehicle Entry Doors











Technical information

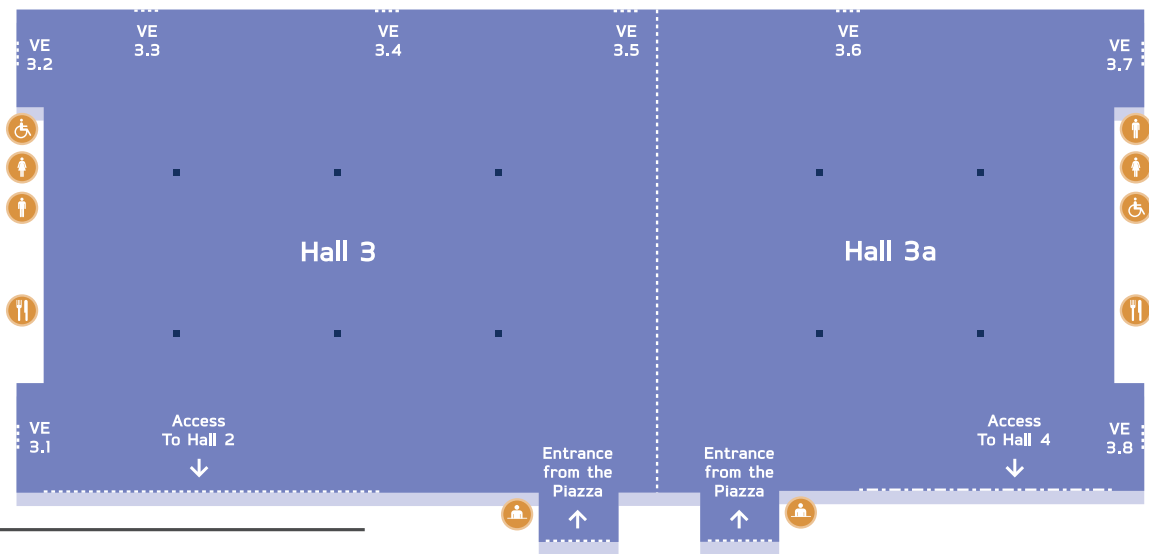
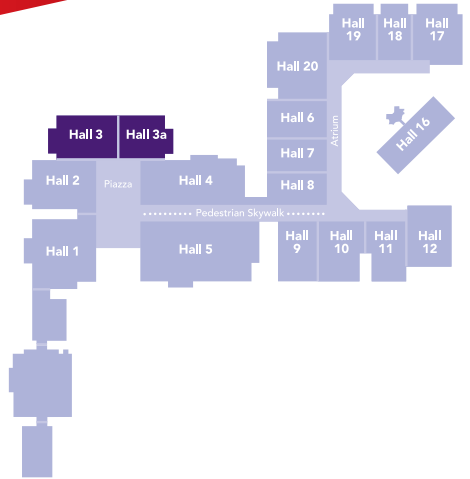
- › Clear ceiling height is 15.5m
- › All columns are 1.5m x 1.5m at 30m centres
- › Vehicle entry doors are 7.5m(w) x 4.7m(h)
- › Floor loading - 20 tonnes per m² (excluding floor ducts)
- › All main services (e.g. electrics, gas, water, compressed air) are provided from under floor ducts at 6m centres across the width of the hall
- › Roof mounted lighting units - Sodium fittings, with fluorescent emergency lighting
- › Organisers' Offices

Suite of unfurnished offices including:

- › Electricity sockets
- › Telephone sockets
- › Broadband access available on request (price on application)
- › Kitchen
- › Male and female toilets

Halls 3-3a

-  Accessible Toilet
-  Men's Toilet
-  Women's Toilet
-  Organisers' Office
-  Pedestrian Emergency Exit
-  Restaurant/Bar
-  Vehicle Entry Doors/
Emergency Exit
-  Links/Access



Technical information

- › Clear ceiling height is 10.6m
- › Variable height reductions under the Bridgeline (Hall 2) and Skywalk (Hall 4)
- › All columns are 1.2m x 1.2m at 30m centres
- › Variable size columns in link from Hall 4 to Hall 5
- › Vehicle entry doors are 7.6m(w) x 4.9m(h)
- › Floor loading - 20 tonnes per m² (excluding floor ducts)
- › All main services (e.g. electrics, gas, water, compressed air) are provided from under floor ducts at 6m centres across the width of the hall
- › Roof mounted lighting units - Sodium fittings with fluorescent emergency lighting

HALL 3 FEATURES:		HALL 3a FEATURES:	
Floor Space	10,610m ²	Floor Space	7,895m ²
Max. Dimensions	120 x 90m	Max. Dimensions	90 x 90m
Central Columns	6	Central Columns	4
Access	Main Entrance: 12.5m(w) x 7.7m(d) x 2.5m(h) 5 x Vehicle Entry Doors	Access	Main Entrance: 12.6m(w) x 7.7m(d) x 2.5m(h) 3 x Vehicle Entry Doors

Suite of unfurnished offices including:

- › Electricity sockets
- › Telephone sockets
- › Broadband access available on request (price on application)
- › Kitchen
- › Male and female toilets

Site Map



- Outlet Shopping
- Genting Hotel & Spa
- Bars and Restaurants
- Cinema
- Genting International Casino
- The Vox Conference Centre

- Key**
- P1/P2 Piazza entrances
 - A1/A2/A3 Atrium entrances
 - i Visitor & Business Centre - T: +44 (0)121 780 4141
 - W Welcome desk
 - The NEC woodland
 - Car parks
 - South: S1-S7
 - East: E1-E5
 - North: N1-N12
 - West: West car park

- A VIP parking
- B Disabled parking
- C NEC visitor parking/ outdoor exhibition area
- D West Midlands bus stop
- E NEC Express 1
- F NEC Express 3
- G1 G2 G3 G4 G5 Gates

- Taxi rank PH Private hire taxi pick up / drop off
- Car park toilets (Including accessible toilet)
- Airport
- Train
- Box office & Arena entrance
- Shuttle bus to halls
- Arena bus stop (to East Car Parks)
- Pedestrian footpaths
- Pedestrian footpaths subway