

# EXHIBITOR TIMETABLE 2012

| BUILD UP                      | HALL OPEN                              | SCHEDULE  |
|-------------------------------|--|---|
| <b>Sunday<br/>15 April</b>    | 1200 – 1600 hrs                        | Delivery of Tankers & Commercial Vehicles<br><b>Please note that exhibitors will be advised of their individual arrival times prior to the event.</b>   |
| <b>Monday<br/>16 April</b>    | 0700 - 1200 hrs<br><br>1200 - 2100 hrs | Delivery of Tankers, Commercial Vehicles & large equipment.<br><b>Please note that exhibitors will be advised of their individual arrival times prior to the event, and this maybe as early as 0700 hrs.</b><br><br>Sub Contracted Stand Builders |
| <b>Tuesday<br/>17 April</b>   | 0800 – 2100 hrs<br><br>1000 – 2100 hrs | Sub Contracted Stand Builders<br><br>Dressing stands & assembling displays  |
| OPEN DAYS                     | HALL OPEN                              | SHOW OPEN HOURS   |
| <b>Wednesday<br/>18 April</b> | 0800 – 1830 hrs                        | 1000 – 1730 hrs   |
| <b>Thursday<br/>19 April</b>  | 0800 – 1630 hrs                        | 0900 – 1630 hrs   |
| BREAKDOWN                     | HALL OPEN                              | SCHEDULE  |
| <b>Thursday<br/>19 April</b>  | 1700 – 2200 hrs                        | All exhibits, including vehicles used for display purposes, must be removed from the halls by 2200 hrs. Overnight parking is available at Dragon Road.  |
| <b>Friday<br/>20 April</b>    | 0800 - 1100 hrs                        | Shell Schemes must be cleared of all items by 10.30am. All other items, including stand building material must be removed by 1100 hrs.  |

**To comply with Health & Safety Requirements, Exhibitors must not commence breakdown until all Delegates are clear of the halls.**

**Please note that any items left unattended in the halls after 1100 hrs on Friday 20 April 2012 will be deemed as rubbish and thrown away.**

**Exhibitors should take care to ensure that their goods are safeguarded, particularly during build-up and breakdown. The FPS cannot take responsibility for any item left unattended at any time.**