

LOADING DOCK MAP

**ACCESS THROUGH PARKING LOT ON LINCOLN STREET
OR ACCESS VIA GARDEN STREET AT BACK OF VENUE.**

**1101 Lincoln St
Columbia, SC 29201**



LOAD-IN AND LOAD-OUT

General Information
Columbia Metropolitan Convention Center
803.545.0181
events@experiencecolumbiasc.com

Load-in and Load-out Guidelines

Please do not leave vehicles unattended in loading zone. Place load-in items from your vehicle inside the building, not blocking the entrance and promptly move your vehicle into the CMCC parking lot adjacent to the facility or into the Park Street Garage located directly across the street. Please follow the same procedure upon load-out, making sure exhibit space is packed and load-out items are near the door before retrieving your vehicle. Unattended vehicles parked on a curb, in main driving lane, fire lane, in a reserved parking space or in a loading zone will be towed.

Loading Zone Instructions

Exhibit Hall/ Lower Level/ Loading Dock Area:

Items may be brought into lower level prefunction space through main entry of lower level doors or may be brought directly into Exhibit Hall via side door to the left of main doors. If loading dock is needed, drive from Lincoln Street and pass Colonial Life Arena on right. Turn right on Greene Street then right on Gadsden Street. Travel behind Colonial Life Arena to a ramp that leads to loading zone.

Ballroom/ Upper Level Meeting Rooms:

Temporary parking (15 minutes maximum) is permitted during load-in/load-out in the turn-around area on the upper level near The Café, between the CMCC and the Hampton Inn, north of the facility. Traffic in this area is single lane and one-way. An additional loading zone is located in the turnout lane of Lincoln Street, east of the facility.

Carolina/ Richland/ Lexington/ Congaree Meeting Rooms/ Lower Parking Lot Entrance:

Vehicles must be parked in a parking spot in lower level lot and may not temporarily park in front of doors for load-in/load-out. Items may be brought into the lower level prefunction space through lower level doors.

[**CLICK HERE FOR MORE INFORMATION**](#)