Updates to the Sharonville Convention Center's Todd Portune Exhibit Hall

As of 1/3/2024 The Sharonville Convention Center has decided to have carpet installed into the newly renovated Todd Portune Exhibit Halls. This means all booths in the Exhibit Halls, Northern Lights Ballroom, and 200 room will now be carpeted.

Forklift Service: If your booth requires forklift services, please bring rigid material such as plywood, to help protect the new carpeting. If your display arrives on a pallet and is able to stay on the pallet, that will help avoid damage to the carpeting.

Landscaping Materials: Any booths that bring landscaping materials such as pavers, dirt, mulch, plants, water, etc. will need to put protective plastic down. We recommend Visqueen which can be purchased from a home improvement store, amazon or is available to purchase with Academy Expo, the show's decorator.

Water Features:

Booths with water features are *only* allowed in the Todd Portune Exhibit Halls (with protective plastic), and are *not allowed* in the Northern Lights Ballroom, or 200 Room.

If your display has a water feature and your booth location is in the Northern Lights Ballroom or 200 room, please reach out to a show manager to discuss a new location, or you will be required to remove the water feature from your display. (Booth Numbers affected 100-299)

Floor Covering: Although the Exhibit Hall will be carpeted, we still recommend bringing your own floor covering. Having your own flooring is a way to create a more inviting space and distinguishes your display from other booths. This will also help protect the exhibit hall carpeting from damage when setting up and removing your display.

Display Vehicles:

Vehicles are allowed in the exhibit hall but must follow the below guidelines:

- Gas gauge must be a quarter tank or less
- No tire shine usage in the building
- Tape must be put over gas cap
- Unhook the battery cable
- Visqueen or some type of protective mat must be placed under the car where it is parked to protect building carpet
- Depending on final location of vehicle must be in the building before SCC or Academy staff sets the room