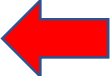
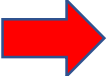


# Exhibitors Arrival Guide

To make your arrival & setup experience as pleasant as possible, we are putting in place various measures to make life easier. We understand the challenges of trying to process the huge numbers that arrive in a short space of time and therefore want to try new ways of working.

- **A speed limit of 5MPH will apply throughout the site.**
- **Ensure you have your entry passes ready for inspection & scanning BEFORE you reach the entry gate.**
- **Exhibitors and exhibits will not be permitted on the showground before 12 noon on Thursday.** *Only those who hold a pass marked "EARLY" or have written approval from their section leader will be allowed entry before that time.*
- **No Entry after 10.00AM on show days** unless approved by your section leader and gate staff have been advised accordingly.
- **No Waiting or Unloading** is permitted **within 20 metres of the exhibitor gates.**
- **The Camping Check-in is in Westgate Street.** On arrival Camping Marshals will allocate your pitch. *The Exhibitor Camping Manager's decision will be final.*
- Please note that to make the maximum use of space available, **pitch reservation is forbidden.** *If you wish to camp as a group on adjoining pitches, you must enter the site as a group.*

On arrival at the entrance to the airfield you will be directed **to turn left or right** according to where you are exhibiting.

 <p><b>TURN LEFT</b> For The <b>EXHIBITOR MAIN GATE</b></p>	<ul style="list-style-type: none"><li>• <b>All Other Sections</b></li><li>• <b>Traders</b></li><li>• <b>Show Staff &amp; Contractors</b></li><li>• <b>Public Camping</b></li><li>• <b>Exhibitor Camping</b></li></ul>	<ul style="list-style-type: none"><li>• <b>Steam Section</b></li><li>• <b>Miniature Steam Section</b></li><li>• <b>Commercial Vehicles Section</b></li></ul>	 <p><b>TURN RIGHT</b> For The <b>EXHIBITOR STEAM GATE</b></p>
--	---	--	--

## **At All Entrances For Exhibitors Your Passes Will Be Checked:**

- *No Exhibit; No Admittance with an Exhibitor pass* unless by prior arrangement with your section leader. To be fair to all our exhibitors, your exhibit **MUST** either be with you when you arrive or already onsite.
- *Your exhibit MUST match the one stated on your exhibitor pass* unless a substitute has been authorised in advance by your section leader and gate staff advised accordingly.
- If you arrive as part of a group awaiting the other members of your party, please wait outside in the public car park then enter the site *as a complete group with the exhibit.*

## **If You Are Camping In The Exhibitor Camping Field:**

- You will be directed to join the Camping Field Queue.
- Follow the queue to **Turn RIGHT at the junction with Westgate Street** where camping arrival control will be located.
- A series of marshals will then direct you to your allocated camping pitch. *Please note the Exhibitor Camping Manager's decision is final.*

## **If You Are Not Camping In The Main Exhibitor Camping Field Or Are Camping Within Your Section's Designated Camping Area:**

- Those who are exhibiting in *the Craft Tent, Specialist Displays or Stationary Engines* will be directed to **turn left** onto the roadway adjacent to the fence line.
- All others will be directed to *bypass the camping queue and follow the appropriate signage for your section.*

## **At The Steam Gate:**

- **Please be aware of and give way to large vehicles manoeuvring on the roadway.**

The "Welcome" sheet enclosed with your passes has a site plan.  
**Have a great show!**