

FLOOR 2 (B)

- 1 CONFERENCE TRACK 1
- 2 CONFERENCE TRACK 2
- 3 CONFERENCE TRACK 3
- 4 CONFERENCE TRACK 4
- **5** RESTING ZONE
- 6 PITCHING ZONE
- **7** RESTAURANT

LIFT#1

takes to

1(A) FLOOR - MAIN ENTRANCE

LIFT #2

takes to

1(A) FLOOR

LIFT #4

takes to

1(A) FLOOR

LIFT #8

takes to

1(A) FLOOR - PARTNERS' ZONE

LIFT #10

takes to

1(A) PARTNERS' ZONE

LIFT #11

takes to

1(A) PARTNERS' ZONE

LIFT #13

takes to

o FLOOR - CHILLOUT ZONE

1 (A) FLOOR - PARTNERS' ZONE

LIFT #16

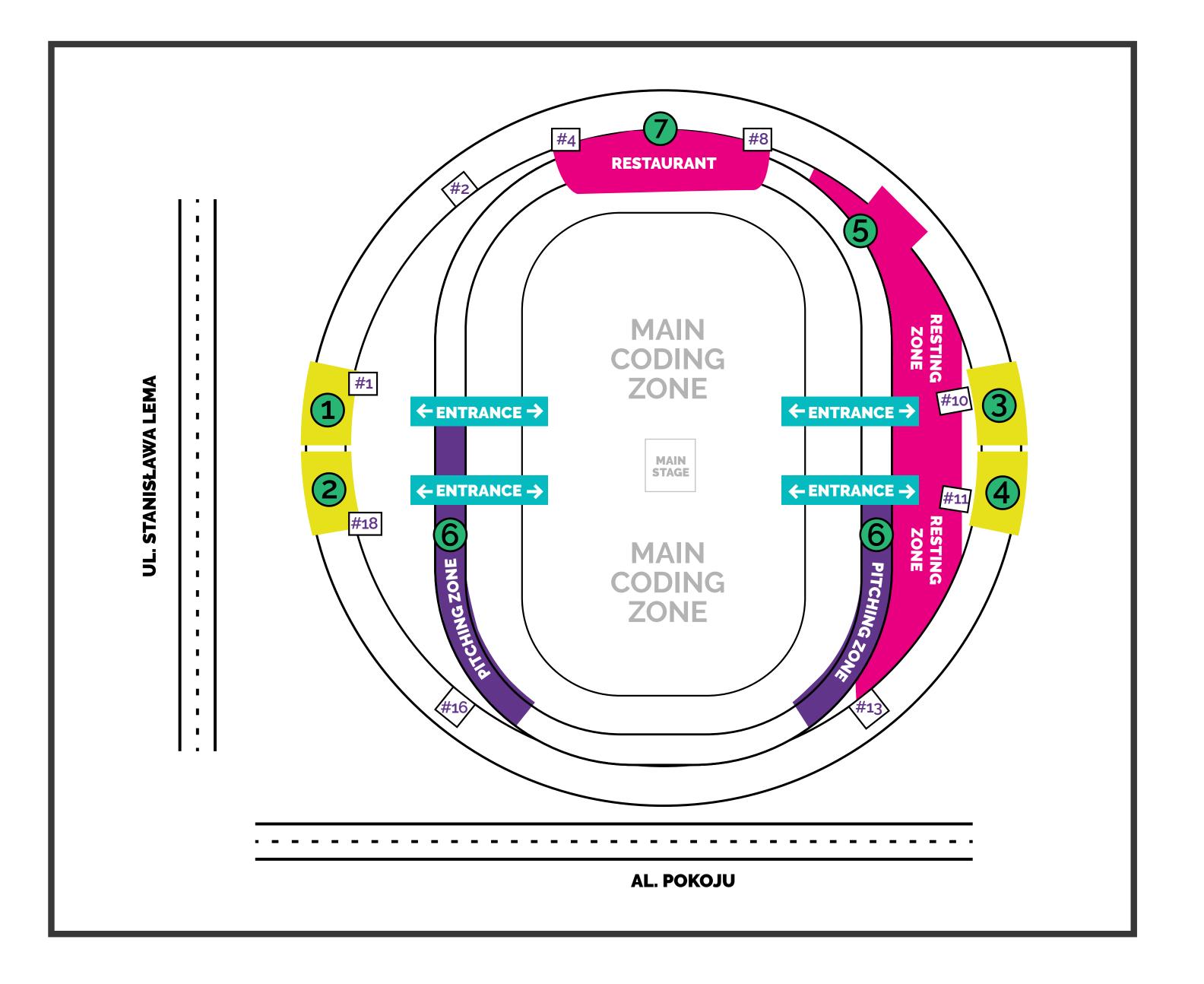
takes to

1(A) FLOOR

LIFT #18

takes to

1 (A) FLOOR - MAIN ENTRANCE





FLOOR 1 (A)

- 1 REGISTRATION
- 2 PARTNERS' ZONE
- 3 COFFEE BREAK
- 4 GASTRO POINT
- **5** FOOD TRUCKS (outside)

LIFT #1

takes to

2(B) FLOOR - CONFERENCE TRACK 1 & 2

LIFT#2

takes to

2(B) FLOOR - RESTING ZONE

LIFT #4

takes to

2(B) FLOOR - RESTAURANT

LIFT #8

takes to

2(B) FLOOR - RESTAURANT

LIFT #10

takes to

2(B) FLOOR - CONFERENCE TRACK 3 & 4

LIFT #11

takes to

2(B) FLOOR - CONFERENCE TRACK 3 & 4

LIFT #13

takes to

o FLOOR - CHILLOUT ZONE

2(B) FLOOR - PITCHING ZONE

LIFT #16

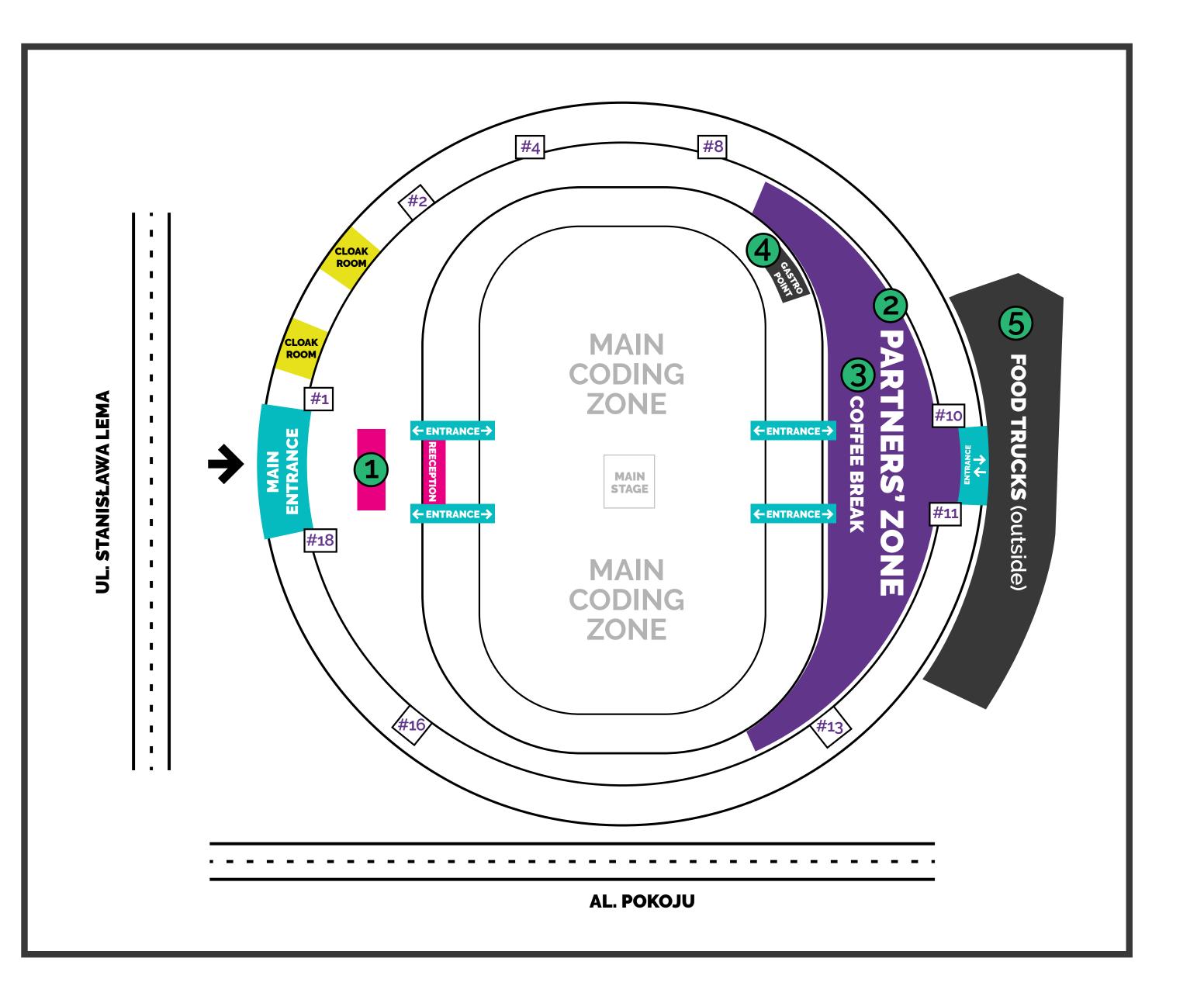
takes to

2 (B) FLOOR - PITCHING ZONE

LIFT #18

takes to

2(B) FLOOR - CONFERENCE TRACK 1 & 2





FLOOR O

LIFT #13

takes to

1(A) FLOOR - PARTNERS' ZONE

2(B) FLOOR - PITCHING ZONE

1 MAIN CODING ZONE

2 MAIN STAGE

3 SMALL ARENA

4 STAIRS TO FLOOR A&B

5 MENTORS' VILLAGE

6 QUIET WORKZONE

7 RESTROOMS

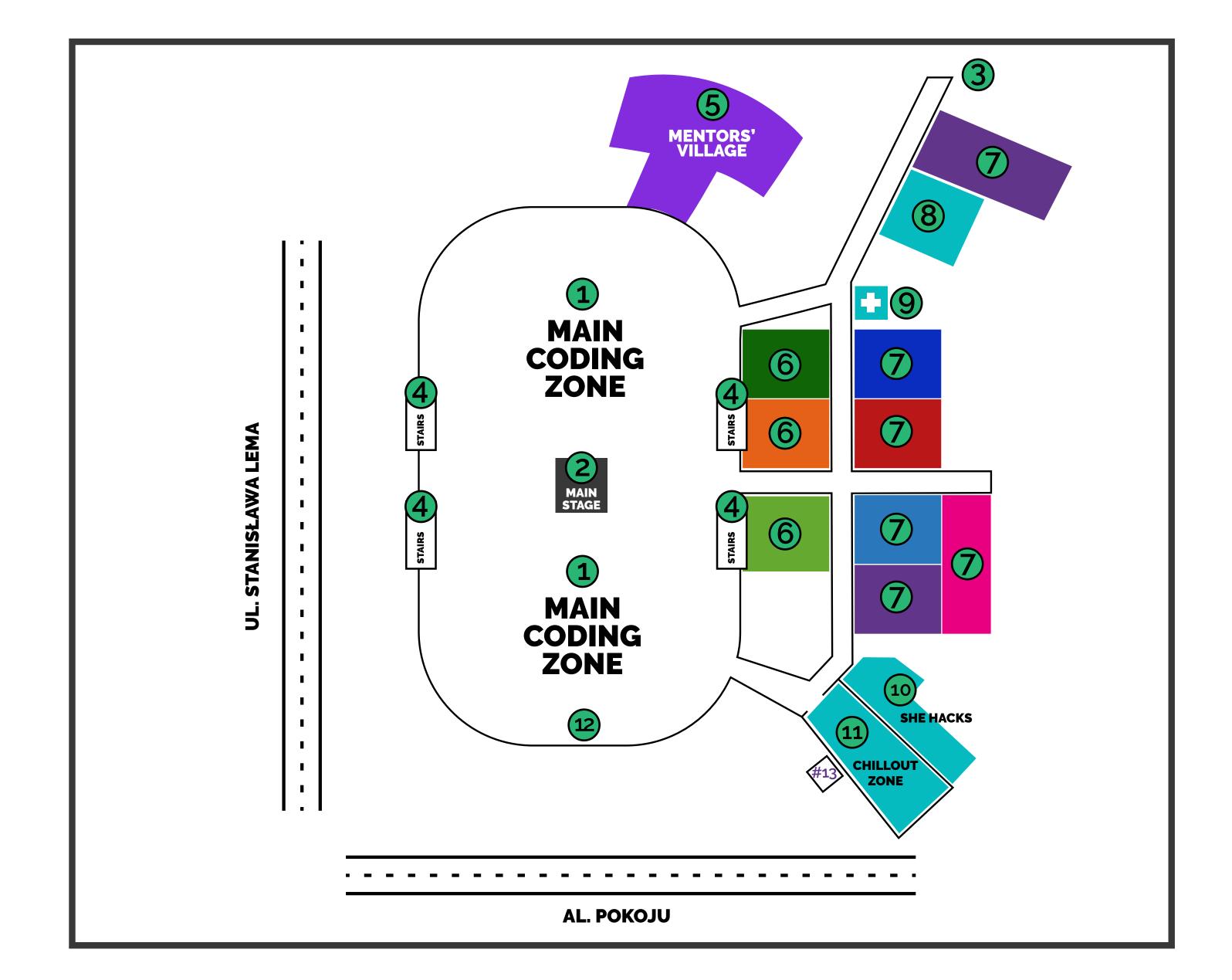
8 PRAYER ROOMS

9 MEDICAL POINT

10 SHE HACKS

11 CHILLOUT ZONE & HACKYEAH STORE

12 INFO POINT





FLOQR 0 table plan

