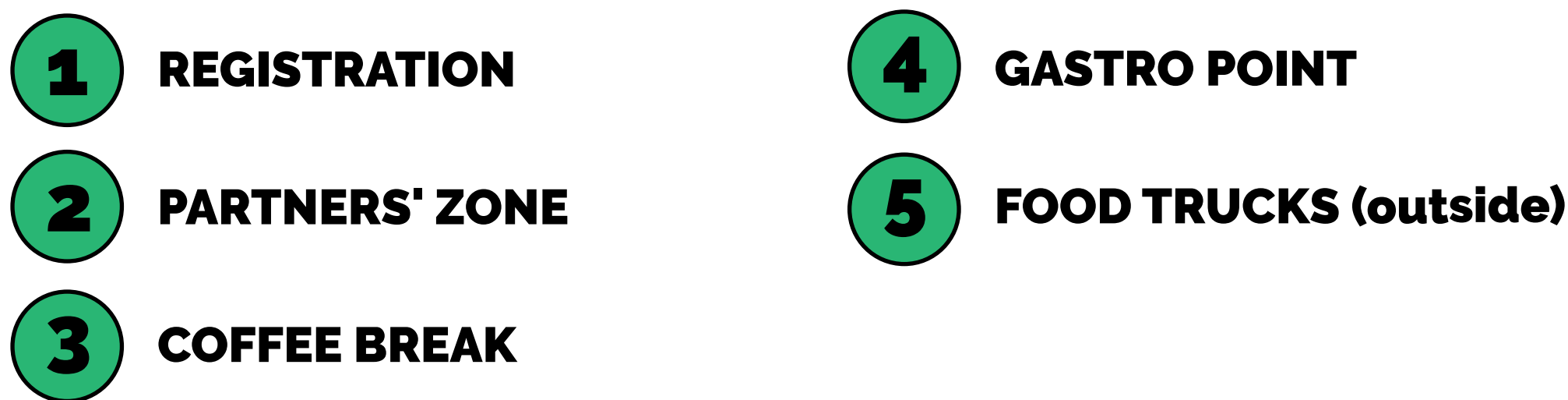


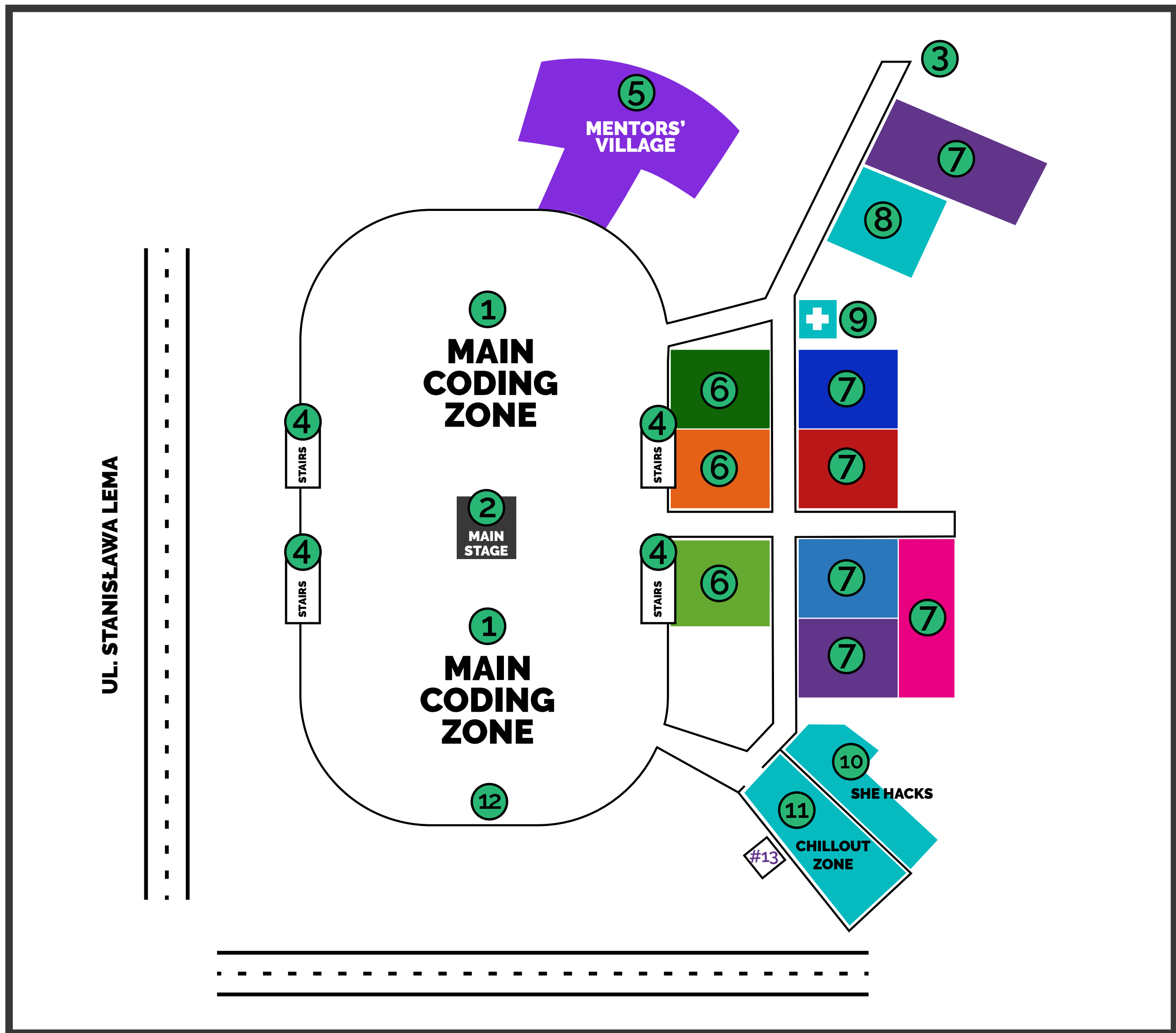
FLOOR 1 (A)



LIFT #10
takes to
2(B) FLOOR - CONFERENCE TRACK 3 & 4

LIFT #18
takes to
2(B) FLOOR - CONFERENCE TRACK 1 & 2

FLOOR 0



- 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

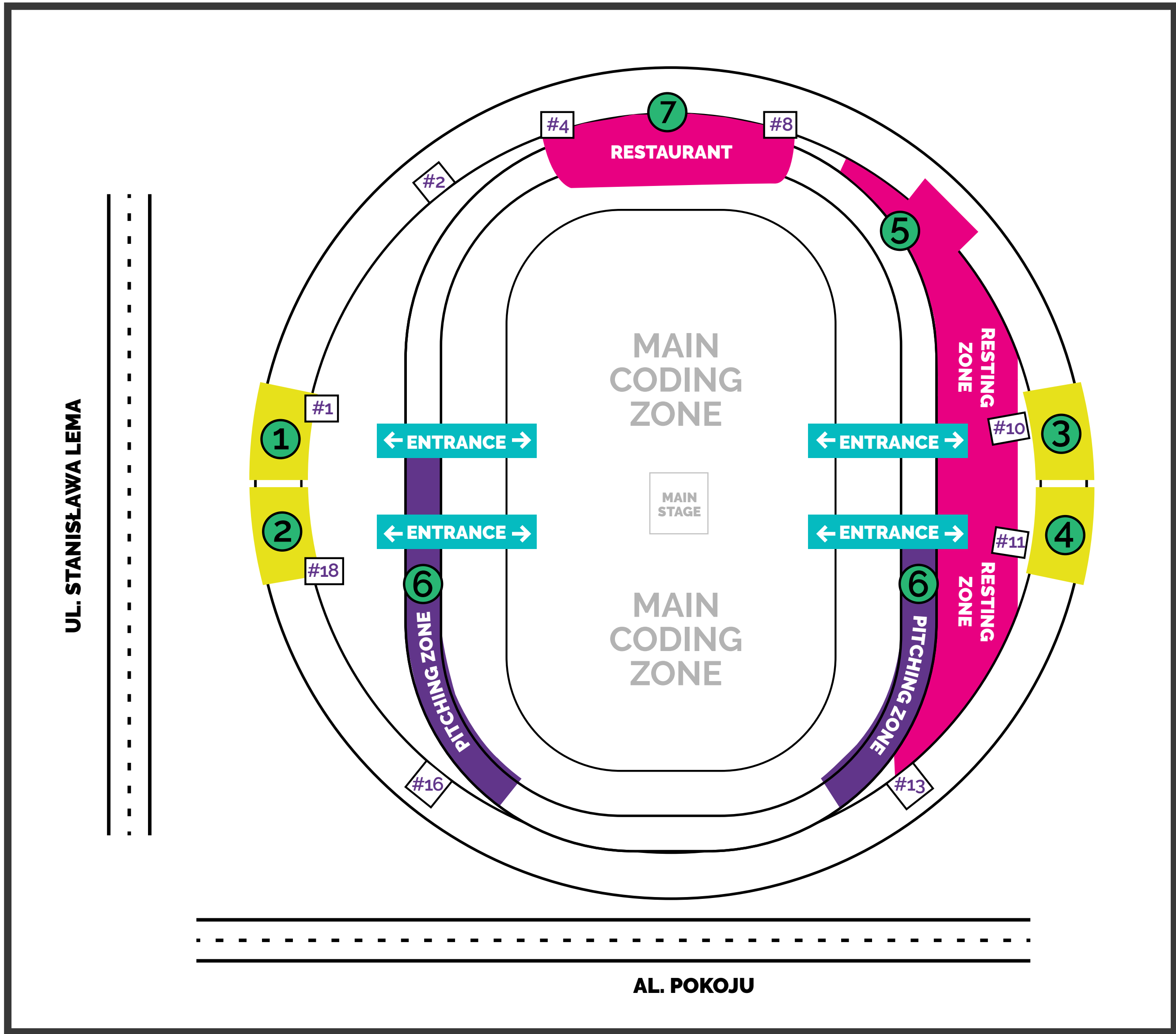
LIFT #13

takes to

1(A) FLOOR - PARTNERS' ZONE

2(B) FLOOR - PITCHING ZONE

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
0 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 0

table plan

MENTORS VILLAGE, CTF
SMALL ARENA, PRAYER ROOM

