



ARBS 2024 MOVE IN/MOVE OUT SCHEDULE

Contractor Bump in & build – MCEC Melbourne

Custom Stand (space only) Builders - begin Saturday 25th May at 12:00 hrs (midday)

Start – Saturday 25 May @ 12:00 hrs (midday)

Finish - Monday 27 May @ 18:00 hrs

Daily extended hours by application only – please email details to: arbs@arbs.com.au

Please book your move-in arrival with [GEvents](#) to ensure access and reduced waiting times

Note: Exhibitor personnel are not permitted to enter at this time.

All Exhibitor Staff/Products/Personnel Move-In

Exhibitor Registration move in/set up access –

Sunday 26th May 2024 at 12:00 hrs (midday) - (portable products & personnel) **no access prior to this time.**

Exhibitor Access/Open Hours

Access	Open Hours	Day/Dates
12pm – 6pm	-	Sunday 26 May 2024
8am - 6pm	-	Monday 27 May 2024
8am - 6pm	10am – 6pm	Tuesday 28 May 2024
8am - 6pm	10am – 6pm	Wednesday 29 May 2024
8am - 5pm	10am – 4pm	Thursday 30 May 2024

****Extended hours by application to arbs@arbs.com.au**

Contractor/Exhibitor Move-Out

Exhibitor Portable items & dismantling from Thursday 30 May @ 1600hrs (4pm)

Contractor move out & dismantling begins Thursday 30 May @ 1700 hrs (5pm)

Dismantling in full to be completed by **1900 hrs Friday 31 May 2024**

Please ensure your move out is booked with [GEvents](#)

Removal of products and exhibits will commence from 5pm (1700 hrs) on Thursday 30 May 2024 one hour after the close of the exhibition. Exhibitors are advised to remove all valuables and portables from 4pm. Exhibits will be dismantled and removed as soon as possible after 5pm.

****Please note ALL personnel within the exhibition halls during **MOVE IN** and **MOVE OUT** times (above) **MUST WEAR A HIGH VISIBILITY SAFETY VEST & closed toe shoes.****

Children under the age of 15 are NOT permitted within the exhibition halls during move in/move out. Alcohol is not permitted on the premises during move in/move out.

****The Organisers reserve the right to alter the hours of admission and access at any time****