

Basic furniture equipment and services in Hall B for a conference layout for 4500-5000 pax

Hub 27 Level Alpha rooms α8+α9

Basic Package

- · seating in theatre style
- aisle carpeting¹
- cleaning (preliminary and subsequent cleaning, as well as once daily during event days)
- hall lighting
- wastepaper basket

Stage Package

- stage (3x10x0.5 m)
- black molton behind stage (12m high x 15m wide)

Media Package

- personnel costs for construction and dismantling of the following equipment
- 1 digital lectern² with 2 microphones³
- 1 PC audio port on lectern
- chairman's table with 4 chairs and 2 microphones²
- 2 microphone ports (handheld or clipped microphones)
- 4 floor standing microphones
- PA system
- 16:9 images projected onto 9 screens
 5 front screens each 650x370cm
 4 delay screens each 650x370cm
 (in general viewing direction)
- 9 projectors, rigged
 5 front projectors each 12.000 ANSI lumens
 4 delay projectors each 12.000 ANSI lumens
- connecting leads to projector, on lectern, HDMI/DVI port⁴
- 2 preview monitors (22") on chairman's table
- illuminated chairman's table and lectern
- FOH corresponding to the equipment listed above
- · air conditioning

IIIII Messe Berlin



Chairs in rows are connected and non-moveable.

For fire safety reasons objects can only be placed in designated grid areas.

Only Messe Berlin staff or their designated service providers are allowed to operate the technical equipment from Messe Berlin.

Staff employed to operate the technical equipment during the event, as well as changes to the standard set-up, are subject to additional fees.

For improved sound quality we recommend the following additional options (available at additional cost)

- wall-to-wall carpeting
- acoustic curtain (for improved sound quality)
- dividing walling including curtain (double-walled shell scheme construction)

¹ needlefelt flooring (colour: anthracite)

² includes one-time data input of a single file (.jpg)

³ wired

⁴ users with laptops must bring their own adapters (e.g. HDMI > VGA)