

1 Delivery of Materials to, and Pick Up of Materials from the Las Vegas Convention Center (LVCC)

All vehicles, including cars, with materials for delivery, must check-in at the marshalling yard located at the corner of Ensworth Street and West Post Road (see map in this section).

PACK EXPO SERVICES Marshalling Yard (MY) Address

2982 West Post Road Las Vegas, NV 89119

Marshalling Yard Hours

Move-in: 5:00 am to 3:00 pm Move-out: 5:00 am to 3:00 pm

The driver of the vehicle will present his bill of lading or delivery receipt noting piece count, exact item(s) description and weight of materials to be loaded. Separate weight tickets for Display Materials and Machinery Equipment are required.

An unloading document will be issued at the Marshalling Yard trailer by PACK EXPO Services personnel. The Receiving Report will be:

- Based on the information on bill of lading or delivery receipt.
- Date and time stamped.

If the driver does not have a document with sufficient information describing the shipment(s), they will be delayed until we attain the proper information.

After the drivers are given a Receiving Report, a numbered card will be given to them for placement in the window of their vehicle. The numbered card identifies the building and area in which they will be unloaded. The driver will be advised when to proceed to their designated area. The numbered card must be displayed in the vehicle's windshield at all times.

Once unloaded and shipping documents have been signed, they may leave or return to the marshalling area.

The State of Nevada legal trailer restrictions are 8'6" in width and 13'6" in height. Questions may be directed to:

Nevada Department of Transportation 1263 South Steward Street Carson City, NV 89712 Phone: (775)888-7000

Please make sure your trucking company has a copy of this information.





Directions to Marshalling Yard (MY)

September 27-29,2021 • Las Vegas Convention Center

2 Directions from the MY to the LVCC

- Exit the Marshalling Yard
- Go Straight on Ensworth St.
- Left (East) on W. Sunset Rd.
- Left (North) on Las Vegas Blvd.
- Right (East) on Hacienda Ave./Mandalay Bay Rd.
- Continue onto Giles St.
- Slight Right (East) at E. Reno Ave.

Central Hall Door 1 and South Hall Doors 26-52

- Reno Ave. becomes Koval after passing Tropicana.
- Right (East) on to Flamingo (3rd traffic light)
- Left (North) onto Paradise Rd.
- Cross Twain/Sands Ave.
- Right at the South Hall Access, just past the Renaissance Hotel.
- Traffic Control will direct you to the correct door.

Central Hall Doors 3-6

- Traveling on Reno Ave., turn Right (East) onto Tropicana Ave.
- Left (North) on Swenson St.
- As you cross Dessert Inn, Swenson St. becomes Joe W. Brown St.
- First Left onto the LVCC property.
- Traffic Control will direct you to the correct door.

Central Hall Doors 9-10

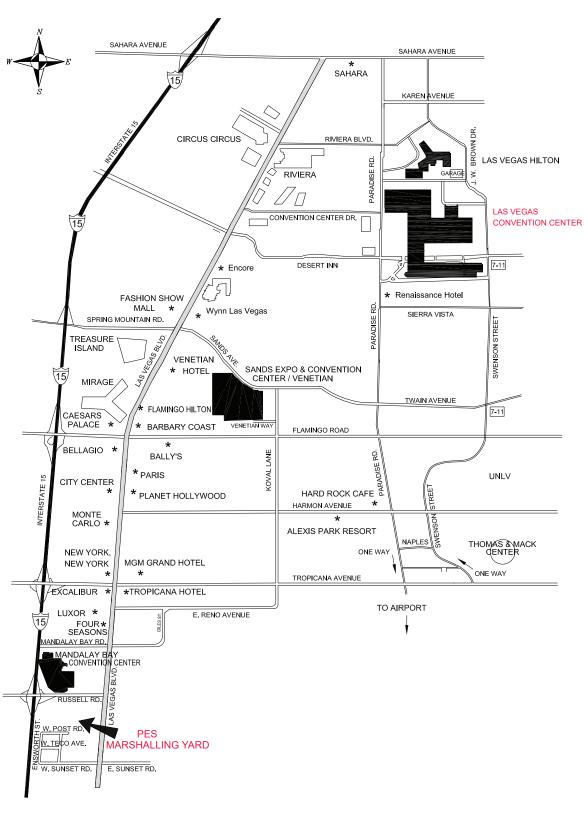
- Traveling on Reno Ave., turn Right (East) onto Tropicana Ave.
- Left (North) on Swenson St.
- As you cross Dessert Inn, Swenson St. becomes Joe W. Brown St.
- Third Left onto the LVCC property.
- Traffic Control will direct you to the correct door.

North Hall Doors 14-24 and Hilton Door B-C

- Traveling on Reno Ave., turn Right (East) onto Tropicana Ave.
- Left (North) on Swenson St.
- As you cross Dessert Inn, Swenson St. becomes Joe W. Brown St.
- Pass the Convention Center and take the 4th Left onto access road just before the Las Vegas Hilton parking garage.
- Traffic Control will direct you to the correct door.

See the following map for trucking flow once your carrier is dispatched from the Marshalling Yard.

Marshalling Yard 2982 West Post Road, Las Vegas, NV 89119



DISCLAIMER: This Document is a general layout of the PES Marshalling Yard Map. This document is for information only purposes only. No warranty as to accuracy is given as to road locations, efficiency or route usability, and conditions may create changes in route availability. PES cannot attest to its accuracy and PES is not liable for use or reliance on this document. Any persons relying on this document assume all risk of use.