Scout the General Area

☐ Vertical & horizontal clearance
☐ Identify stage opening entrance direction
☐ Obtain site map, indicating asset setup. Denote cross streets.

Obstructions

☐ Electricity
☐ Settling
☐ Clearances – Minimum of 3’ of clearance available around the perimeter of the entire exhibit in its fully developed configuration. Remember to include awnings, stairs, ramps, decks, etc..

Electrical

☐ Power lines
☐ Utility poles
☐ Power cabinets
☐ Locate underground utilities (water mains)

Trees – upon egress & ingress

☐ 5’ Clearance for all trees and large shrubs on the perimeter – with 12’ clearance overhead for low hanging limbs and branches.

Canopies, Buildings & Other components

☐ Clear of walls, fences, overhangs, walkways, fire lanes, fire hydrants, sprinkler heads. (10’ fire lane in front of buildings)
☐ Parking Restrictions, one-way access, loading dock.

Grade

☐ Prefer level flat
☐ Slope variations not to exceed 3” over 12’ side to side, 3” over 15’ front to back

Soil & Pavement

☐ Concrete pavement – remove all loose debris
☐ Soil or grass turf – need to be compacted & well drained. Avoid damp low-lying areas. Avoid loose sand or freshly graded gravel. Contact SME operations for special instructions if this is the only option.