

# SCALE

## Cable Monkey Packet

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3. Schedule of work for the whole event
  - 3.1. [Day by Day](#) Plan and Goals
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4. [Do's and Don'ts of Hardware Layout](#)
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<https://github.com/socallinuxexpo/scale-network/releases>
6. [Key Terminology Cheat Sheet](#)
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# The Cable Monkey Mission Statement

Our mission is to foster a vibrant open source community by encouraging learning, growth, collaboration, and enjoyment. We strive to bring the spirit of our events back to local communities, continuously improving each year to create a more inclusive and engaging environment for all.

## KEY POINTS

1. To Learn
2. To Grow
3. To Work Together
4. To Work Safely
5. To Have Fun
6. To build the Open Source Community
7. To Bring the spirit of the event back to your community
8. Always work to improve from one year to the next

# Work Scope

## Skills To Bring or Learn

- Network Infrastructure Deployment & Withdrawal
- Troubleshooting Connectivity
- Cable Management
- Network Hardware
  - Switches
    - Juniper EX4200-48P
  - AP's
    - WNDR 3700 V2
    - WNDR 3800
    - WNDR 3800 (China Model)
    - OpenWrt OWN1
    - Belkin RT320
    - Linksys E8450
  - Raspberry Pi's
    - Pi4
- Software
  - GIT
  - NIX
- Programming Language(s)
  - Pearl
  - Python
  - BASH
- Firmware / Operating System
  - OPEN Wrt
  - June-OS
- Communication Skills
  - COMM Channels
    - Tech Email List
    - Signal
    - Slack
- Leadership Skills

# SCaLE 22x - Show Setup Plan

## Pre show

- IPv6 Prefix from HE Owen's confirmed we are keeping our existing IPv6 prefix
- Create maps showing desired AP locations in rooms (**need to confirm room layouts**)
- Sign server updates: <https://github.com/socallinuxexpo/scale-signs>
- Pre-ordered wired connections for vendors
- Order Trailer for necessary rental window
- Identify all rooms drop dead date for deployment
- Confirm game night location (on-site or off)

## Friday 2/28

Goals:

- Trailer picked up from rental company

## Afternoon

David Lang rents trailer (could be done monday morning)

## Sunday 3/2

Goals:

- Confirm full access to storage
- Core network hardware available for deployment Monday morning
- Initial setup team account for

## Afternoon

Owen swings by storage and picks up NOC tool box, Router box, and certain switches (IDFs, NOC)

David Lang, Owen Delong, Rob, Steven check in to hotel

## Monday 3/3

*Encore: 1 team member 2pm-7pm*

## Goals:

- All carts in Conference building
- Scale network online in NOC
- Label Switches
- Routers up for Conference and Expo Buildings
- Switches Operational in IDFs
- Servers up and running in MDF and CF-IDF
- Stretch Goal:** AVNOC Switch operational in AVNOC
  - Run 2 wires out of AV to Entrance side
    - AP
    - TV (pi sign)
- setup NOC (including printer(s))
- Deploy Carts to Individual locations in conference building(s)
  - Deploy Bins to each room
- Final build Cable Monkey Packet
  - Add INFO
    - Port layout
    - Final Room schedule
  - Print 3-5 for distribution
  - Print 10 Map packets

## Morning

9:00

- Load carts from storage (David + 3 volunteers)

10:00

- NOC, AVNOC, IDFs switches flashed with configs
- Unload carts at conference center (David + 3 volunteers)
- Start setting up network core (Owen)
- Start setting up servers (Rob)
- Returns trailer (David)
- Setup massflash station (Rob)
- Deploy Carts
  - Deploy Bins

# Tuesday 3/4

*Encore: 2 team member 1 9a-7p, 1 noon-10p*

## Goals:

- Switches deployed to Conference and Ballroom rooms
- Conference rooms are completely deployed
- Wireless is up in Conference building
- Stretch Goal: Catwalk Switch operational and catwalk drops connected and ready to throw down to show floor.
- Deploy mesh tactic repeater
- Deploy walkie talkie repeater
- Confirm any room reconfigure for the week
  - Plan day and time to execute reconfig
- Confirm which rooms are laptop heavy
  - Add extra AP to room plan

## Morning

- Get switches up and running in all rooms

Inventory Linksys Belkin APs in facts/ap/aps.csv

Inventory Rpis in facts/pi/pilist.csv

- <https://github.com/socallinuxexpo/scale-network/issues/678>

## Afternoon

13:00 Cable crew arrives

13:15 Cable crew briefing & cable wrap demo (Scott/David/Owen)

Rest of room deployment (conf center first)

    Deploy cables to podium

    Deploy cables to camera location

    Deploy APs (with cables)

        Use power bricks for APs at switches

        Use PoE adapters for APs under seats

    Record AP locations using laser rangefinders (distance in feet from walls on 'bottom' and 'left' of printed map)

# Wednesday 3/5

*Encore: 1 team member 9am-7pm*

## Goals:

- Ballrooms are completely deployed
- Wireless is up in Expo Building
- Scale Signs deployed on all TVs
- Registration is completely deployed
- Get laser distance for AP locations

## Granular Tasks (Granularity might not really be needed here):

- Dependency, expo booth setup
    - Deploy expo hall switches
      - Deploy expo hall APs
      - Expo hall AP distance location
  - Dependency Reg table setup
    - Reposition reg switch
      - Cable reg AP across from reg switch
      - Deploy reg PI kiosk stations
      - AP distance location
  - Dependency TV delivery and setup
    - Deploy sign RPis
  - Conference and Ballroom rooms that are used Thursday are completely deployed 106, lower lobby, 209, 211, 212, Ballroom A,B,C,DE,F,G,H
    - AP deployment
      - AP distance location
    - AV computer cable
    - AV camera cable
    - AV mixer cabled
    - Speaker network cable
    - Tape down cables across any walkways.
- Stretch Goal: Conference rooms that will not be used Thursday are completely deployed 101, 105, 107, 103 (Friday), 104 (not marked as used)
  - AP deployment
    - AP distance location
  - AV computer cable
  - AV camera cable
  - AV mixer cabled
  - Speaker network cable

- Tape down cables across any walkways.
- Stretch Goal: pre-ordered wired connections for vendors deployed
- Stretch Goal: start prepping for game night
  - Wall ports for ballrooms I, J
    - APs in ballrooms I, J
    - AP distance location
  - Wall ports in game night area
    - APs along walls
    - AP distance location
  - Find locations for APs in game area, not against wall
    - Patch catwalk ports
    - Drop cables to AP locations and deploy APs
    - AP distance location
- Dependency, expo booth setup
  - Deploy expo hall switches
  - Deploy expo hall APs

#### Night before checklist

- Check what is and isn't up
  - Switches everywhere
  - Wifi everywhere
  - AV not too upset?
  - Monitoring?
  - Registration
  - Signs
- Cleanup for show
  - Move carts (to expo hall)
  - Check for stray bins

17:00 - Scale Registration Opens

# Thursday 3/6

## Goals:

- AP distance location
- pre-ordered wired connections for vendors deployed
- Drop list:  
[https://docs.google.com/spreadsheets/d/1GIYkokdcrHueHG9UWgzTWvFYAoyrXt\\_TLQoXI1CbJs/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1GIYkokdcrHueHG9UWgzTWvFYAoyrXt_TLQoXI1CbJs/edit?usp=sharing)
- Any last minute wired connection orders for Expo Vendors addressed
- Network monitored and operational
- Stretch goal: Attend some talks

## Morning

*Encore: 1 team member 8am-6pm*

9:00

Nix Planet Starts

10:00

Rest of Co-located events start

Conf open (ballrooms and conf upstairs)

Finish expo hall setup if not already done

# Friday 3/7

*Encore: 1 team member 8am-6pm*

## Goals:

- Attend some talks

## Afternoon

14:00 - Expo Hall opens

# Saturday 3/8

*Encore: 1 team member 8am-6pm*

## Goals:

- Game night setup by 5pm
- Trailer picked up from rental company

## Afternoon:

Rent trailer (David)

Game night setup (ball I/J and game APs)

## Sunday 3/9

*Encore: 1 team member 8am-6pm, 1 team member 12pm - 10pm*

## Goals:

- No interruptions to speakers during teardown
- Carts and equipment are returned to storage
- Tech Team is able to make Scale Team dinner @ 7pm

## Afternoon

- Confirm time and location of department heads meeting
  - Plan breakdown of this room

13:00

Cable wrap review and competition (steven)

It looks like 3pm is the end of the last session except for the keynote

14:00

Expo hall is open until 2pm – teardown starts promptly at 2

1. Collect all APs
2. Collect all Switches and power cords
3. Collect all downstairs cables
4. Collect all drop cables and Catwalk IDF switch

## Overall Teardown:

1. Tear down room where chairs meeting will occur. (Place everything just outside the door.  
Owen stuck in chairs post mortem

2. 14:45 Deploy carts around show
  - Lower conf (100 rooms)
  - Upper conf (200 rooms)
  - Registration (**may be able to start early afternoon**)
    - Same crew for Expo should start on this as soon as they finish Expo or 3 PM whichever is later.
  - Ballrooms/ballhall
  - Expo
3. 15:00 Drop off room bins in every room (as soon as the talk winds down in each room)
4. 16:00 Owen begins attempting to escape from chairs post mortem
5. Pis, APs and PoE adapters get returned to the noc, all other wires/power strips, wall warts go into room bins (**we need to wait for AV to say they are finished.**)
6. Carts go by the rooms to pick up bins and switches
7. Owen and 1 assistant go to IDFs and restore IDFs/MDFs and pull IDF/MDF switches and routers return to NOC and load onto carts.
  - Owen's wagon is sufficient for this task,
  - David has been considering building a small box that could hold several switches on a 2 wheel dolly nicely
  - Do we want to have a bin per IDF/MDF for the cables used there to have them handy for next year? We do have that for some IDFs, so we'll see if it seems useful this year
    - I think a single bin for Expo and one for CF would be sufficient. We can't generally parallelize the IDF teardowns, so the bin can go in the wagon with the switches.
8. Pack up the printer(s)
9. Pack up NOC
10. Load carts in trailer, take to storage (**load at conf center**)

## Monday 3/18

**Goals:**

- Return trailer to rental company
- Submit expense reports to Tech Chair

**Morning**

David Lang to return trailer

# Do's and Don'ts of Hardware Deployment

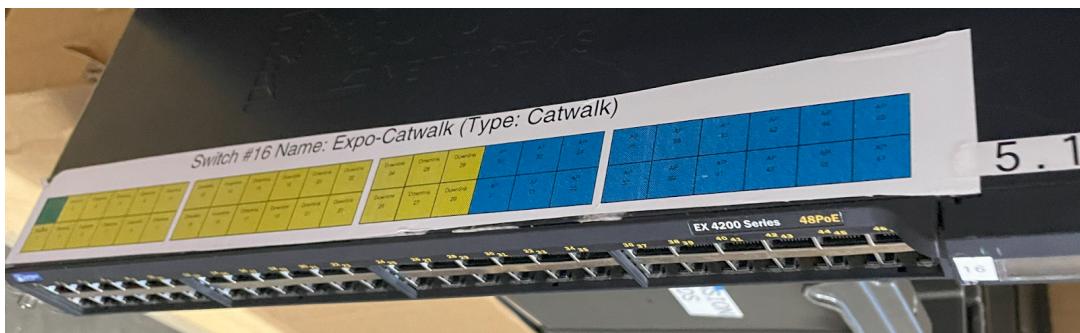
- Loading and Unloading Equipment
- Gaffers tape vs. Duct Tape - Purpose of tape
- Clean installation and removal protocol (Wire & Hardware)
- Difference in Cables (Network wires, power cords, fiber optics)
- How to wrap a wire

(VIDEOS AND PICTURES COMING SOON)

# PORT DETAILS

## SWITCH

- Port Label - This is where you can find which ports are used for which purpose on each switch. This is also where you place the sticker that matches the switch upon the last update of the switch config prior to the event.
  - **DO NOT PLUG IN ANY** cables into the switch unless you are 100% sure that is the correct port. If you don't know, please ask a member of the tech team for help.



## AP

- Plug the ethernet cable into the "Yellow" port

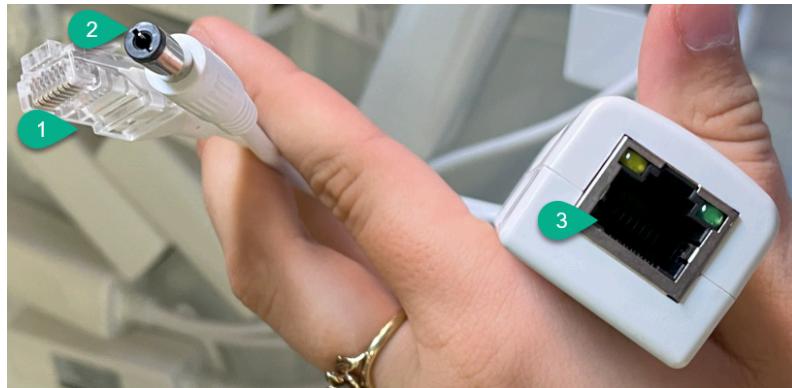


- Plug the **AC Power Cord** into the power port

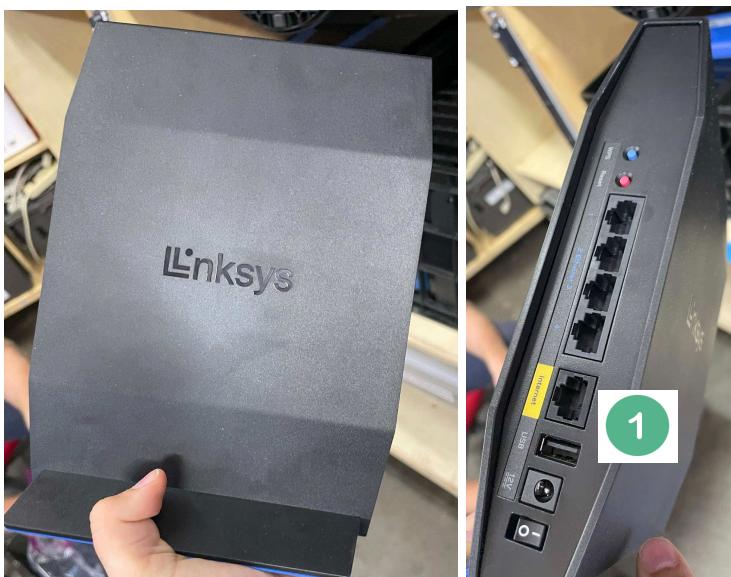


- IF you are using a **POE** (Power Over Ethernet)

- Plug the male ethernet end of the POE into the “Yellow” port above (1)
- Plug the male power cord into the female power port above (2)
- Plug the Ethernet cord from wall or switch into the POE (3)



- OTHER AP STYLES
  - LINKSYS/BELKIN
  - Plug ethernet into “Internet” port (1)

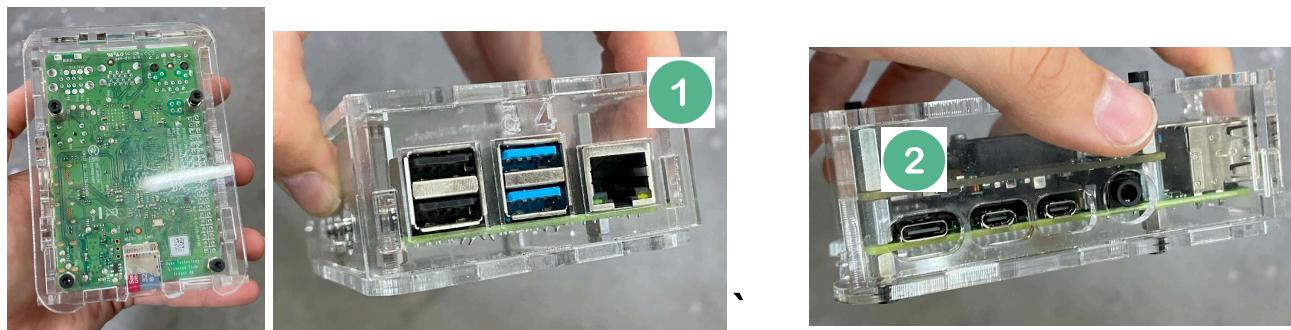


- OpenWrt One
- Plug ethernet into “Internet” port (2)



# PI

- Plug ethernet cable into ethernet port (1)
- All Pi's we use for the show are powered by POE



- If power is needed use a USB-C power supply (2)



# VIDEO BOX

(GET PICTURES AT SHOW - 2025)

# AUDIO BOX

(GET PICTURES AT SHOW - 2025)

# SCALE TECH TEAM

## TERMINOLOGY

### GIT

- a distributed version-control system for tracking changes in source code during software development. It is designed for coordinating work among programmers, but it can be used to track changes in any set of files. Its goals include speed, data integrity, and support for distributed, non-linear workflows.

### GitHub

- Our primary remote source control system that hosts several git repositories.

### Shell Script

- A **shell script** is a computer program designed to be run by the Unix **shell**, a command-line interpreter. The various dialects of **shell scripts** are considered to be **scripting** languages. Typical operations performed by **shell scripts** include file manipulation, program execution, and printing text.

### MDF (Main Distribution Frame)

- A centralized location where the primary networking equipment (such as routers, switches, and servers) connects to the external network, often the primary point for the internet connection. It serves as the central hub that connects to various **IDFs** throughout the venue.

### IDF (Intermediate Distribution Frame)

- A secondary network distribution point that connects to the **MDF**. IDFs are used in large venues to extend the network from the MDF to different areas via Ethernet or fiber, typically housing switches that connect to access points or wired devices.

### NOC (Network Operations Center)

- A centralized space where the network and IT infrastructure are monitored and managed in real time. The NOC ensures smooth operations, troubleshooting

issues, monitoring network performance, and ensuring uptime during the conference.

## Gaffers Tape

- A strong, cloth-backed tape commonly used in the event industry to secure cables and equipment to floors or other surfaces without leaving sticky residue. It is ideal for managing cables to prevent tripping hazards during the conference.

## Switch

- A device that connects multiple devices within a wired network. It uses Ethernet cables to connect computers, servers, and other devices and forwards data only to the devices that need it. In a conference setting, switches distribute network traffic to access points or wired devices.



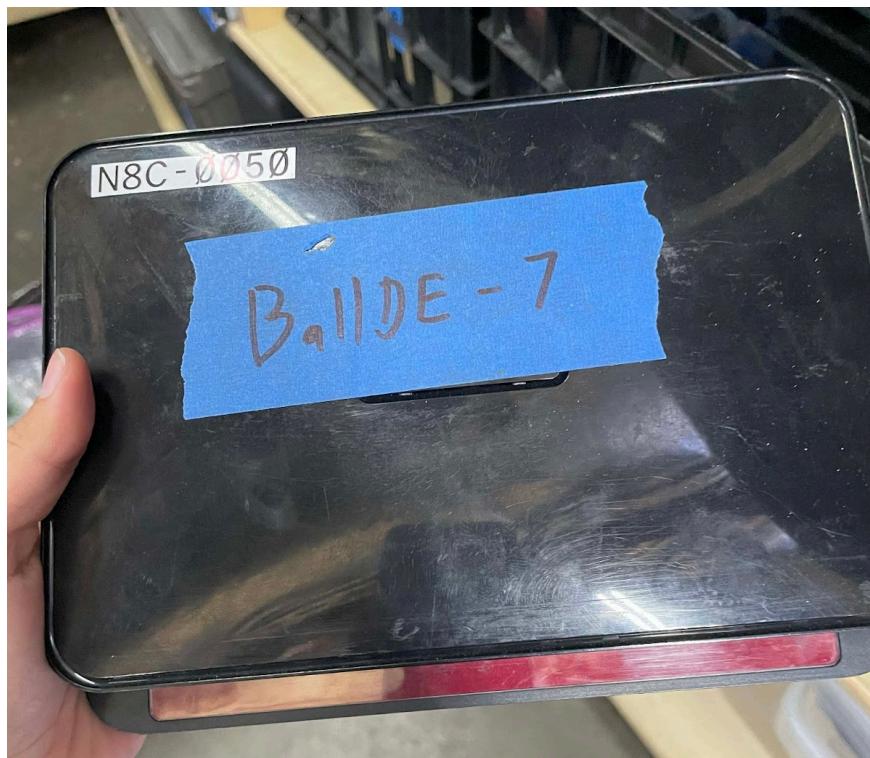
## Servers

- Powerful servers that run our core services across the conference. These services include: DHCP, DNS, Signs, Logging, and Monitoring.



### Access Point (AP)

- A device that allows wireless devices to connect to a wired network using Wi-Fi. APs create wireless local area networks (WLANs) and are strategically placed to ensure coverage throughout the venue.



## Pi (Digital Sign)

- Refers to a Raspberry Pi, a small, affordable, single-board computer often used to control digital signage. For example, Raspberry Pis can be used to display schedules, announcements, or directions on screens throughout the venue during the conference.



## Ethernet Cable

- A physical cable used to connect devices to a wired network. Common types include Cat5e, Cat6, and Cat6a, which differ in their maximum data transfer speeds and distances. Ethernet cables are used for both the backhaul and to connect wired devices to the network.



## Fiber Cable

- Fiber optic cables used to connect high speed and long runs on our network. Typically used to connect multiple buildings.

## RJ45 (Network Jack)

- A standardized physical connector commonly used for Ethernet networking. It's the plug on the end of an Ethernet cable, designed to fit into an Ethernet port, such as those on a computer, switch, or access point.

## POE - Power Over Ethernet

- A technology that allows Ethernet cables to carry electrical power, enabling access points to be powered without needing additional power outlets.

## USB (Universal Serial Bus)

- A common interface used to connect peripherals (such as keyboards, mice, storage devices) to computers and other electronics. Different types of USB include:
  - **USB-A**: The standard rectangular connector used in most devices.
  - **USB-B**: Larger, squarer connector, often used in printers or older devices.
  - **USB-C**: A newer, smaller, reversible connector with faster data transfer rates, used in many modern devices.
  - **Micro-USB**: A smaller connector used in many older mobile devices and accessories.
  - **Mini-USB**: An older, smaller connector that was commonly used in early digital cameras and other small devices.

## **HDMI (High-Definition Multimedia Interface)**

- A cable and port used for transmitting high-definition video and audio between devices like laptops, projectors, and monitors. Different types of HDMI include:
  - **Standard HDMI (Type A)**: The most common size used in TVs, monitors, and projectors.
  - **Mini HDMI (Type C)**: A smaller version used in some portable devices like cameras and tablets.
  - **Micro HDMI (Type D)**: An even smaller version for very compact devices. HDMI is often used at conferences for connecting laptops or other devices to large screens for presentations or digital signage.
  - **DisplayPort**: A comparable open-source alternative, managed by the **VESA (Video Electronics Standards Association)**, is an open standard for transmitting video and audio, and it does not require the same licensing fees as HDMI. DisplayPort is widely used in computer monitors and some laptops and offers many of the same features as HDMI including support for high resolutions and multi-channel audio.



## AC Power Adapter - Wall Wart:

- A **wall wart** is a slang term for an external AC power adapter that plugs directly into a wall outlet. It converts high-voltage AC power from the outlet into lower-voltage DC power, which is used to power various electronic devices, such as routers, modems, and other small appliances.



## **Cable Tester**

- To ensure Ethernet cables are properly wired and functioning before deployment.

## **Punch Down Tool**

- For terminating wires into network jacks or patch panels.

## **Crimping Tool**

- Used for attaching connectors (like RJ45) to the ends of Ethernet cables.

## **SSID (Service Set Identifier)**

- The name of a Wi-Fi network. It's broadcast by the access points to allow devices to find and connect to the wireless network.

## **Frequency Band**

- The range of radio frequencies used to transmit data over wireless networks. Wi-Fi typically uses **2.4 GHz** and **5 GHz** bands. The 5 GHz band allows faster data rates, but its range is shorter than 2.4 GHz.

## **Channel**

- A specific frequency within a Wi-Fi band used to avoid interference between multiple access points. Channels must be properly configured to prevent overlap, which can degrade performance.

## **Bandwidth**

- The amount of data that can be transmitted over a network connection in a given time, measured in bits per second (bps). Higher bandwidth enables more data to be transmitted, improving speed and performance.

## **Latency**

- The time it takes for data to travel from the sender to the receiver, measured in milliseconds (ms). Lower latency is critical for real-time applications like video streaming or voice calls.

## **Mesh Network**

- A network topology where multiple access points are wirelessly connected to each other, extending coverage without needing additional cabling. This can be useful in large venues.

## **Backhaul**

- The communication path that connects the access points to the central network infrastructure, typically using wired connections (Ethernet or fiber) or wireless links (microwave or radio).

## **Rogue Access Point**

- An unauthorized or malicious access point that can compromise network security or cause interference, often inadvertently created by attendees connecting their own routers.

## **WPA2/WPA3 (Wi-Fi Protected Access)**

- Security protocols used to protect wireless networks. WPA2 is widely used, but WPA3 offers improved encryption and protection against brute-force attacks.

## **DHCP (Dynamic Host Configuration Protocol)**

- A protocol that automatically assigns IP addresses to devices connected to the network, making it easier for attendees to connect without manual configuration.

## **VLAN (Virtual Local Area Network)**

- A technology used to segment network traffic into different logical networks, enhancing security and performance. For example, separating attendee traffic from staff or vendor traffic.

## **QoS (Quality of Service)**

- A set of technologies that prioritize certain types of traffic, such as giving priority to voice or video traffic over general browsing, ensuring critical services remain responsive.

## **Throughput**

- The actual amount of data successfully transferred over a network in a given period, typically measured in megabits per second (Mbps). It reflects the real-world performance of the network.

## **Network Congestion**

- Occurs when the demand for bandwidth exceeds the available capacity, causing slower speeds and delays. Proper planning and management of traffic can minimize congestion.

## **Heatmap**

- A graphical representation of wireless signal strength throughout a physical area. Heatmaps are used to plan access point placement and ensure optimal coverage across the venue.

## **Captive Portal**

- A web page that users must interact with before gaining access to the internet. Often used for authentication, payment, or terms acceptance in public Wi-Fi networks.

## **19. 802.11ac / 802.11ax (Wi-Fi 5 / Wi-Fi 6)**

- Wi-Fi standards that define the speed, capacity, and features of wireless networks. Wi-Fi 6 (802.11ax) offers improved speed, capacity, and efficiency over older standards, making it more suitable for high-density environments like conferences.

## **RF Interference**

- Disruption caused by other wireless devices (such as microwaves, Bluetooth, or other Wi-Fi networks) that can degrade wireless performance. Identifying and mitigating RF interference is key to stable performance.

## **Load Balancing**

- Distributing the network traffic evenly across access points to ensure no single point is overwhelmed, which helps maintain performance, especially in crowded environments.

## **Wi-Fi Analyzer**

- A tool used to detect, measure, and monitor the performance of wireless networks, identifying signal strength, interference, and channel usage.

## **Firewall**

- A security system that monitors and controls incoming and outgoing network traffic based on predefined rules. It helps prevent unauthorized access and protects against malicious activity.

## **AP Isolation**

- A security feature that prevents devices connected to the same access point from communicating directly with each other. This is often used to protect users from potential threats in public Wi-Fi environments.

# GIT

## START HERE

### Get Git

- Download Git  
<https://git-scm.com/downloads>
- Creating a GitHub account  
<https://docs.github.com/en/get-started/start-your-journey/creating-an-account-on-github>
- Creating a ssh key  
<https://docs.github.com/en/authentication/connecting-to-github-with-ssh/generating-a-new-ssh-key-and-adding-it-to-the-ssh-agent>
- Apply it to GitHub Account:  
<https://docs.github.com/en/authentication/connecting-to-github-with-ssh/adding-a-new-ssh-key-to-your-github-account>
- Test your connection to GitHub:  
<https://docs.github.com/en/authentication/connecting-to-github-with-ssh/testing-your-ssh-connection>

### The Scale-Network Repo Contributors Guide

Now that you have git and ssh setup for the repo, follow this guide to make changes:  
<https://github.com/socallinuxexpo/scale-network/blob/master/CONTRIBUTING.md>

### Trunk Based Workflow

<https://trunkbaseddevelopment.com/observed-habits/>

Trunk based workflow that scale-network repo is based on

## LINKS

### The Scale-Network Repo

<https://github.com/socallinuxexpo/scale-network>

## Switch Configuration Types

<https://github.com/socallinuxexpo/scale-network/tree/master/switch-configuration/config/types>

## Recent Network Config Release

Access most recent PDF info for Switch port layout

<https://github.com/socallinuxexpo/scale-network/releases>

## Full Scale Repo

<https://github.com/socallinuxexpo>

# OTHER KNOWLEDGE

## SSH Cookbook

[https://en.wikibooks.org/wiki/OpenSSH/Cookbook/Proxies\\_and\\_Jump\\_Hosts](https://en.wikibooks.org/wiki/OpenSSH/Cookbook/Proxies_and_Jump_Hosts)

<https://help.github.com/en/enterprise/2.15/user/articles/adding-a-new-ssh-key-to-your-github-account>

<https://help.github.com/en/enterprise/2.15/user/articles/generating-a-new-ssh-key-and-adding-it-to-the-ssh-agent>

## Key Exchange

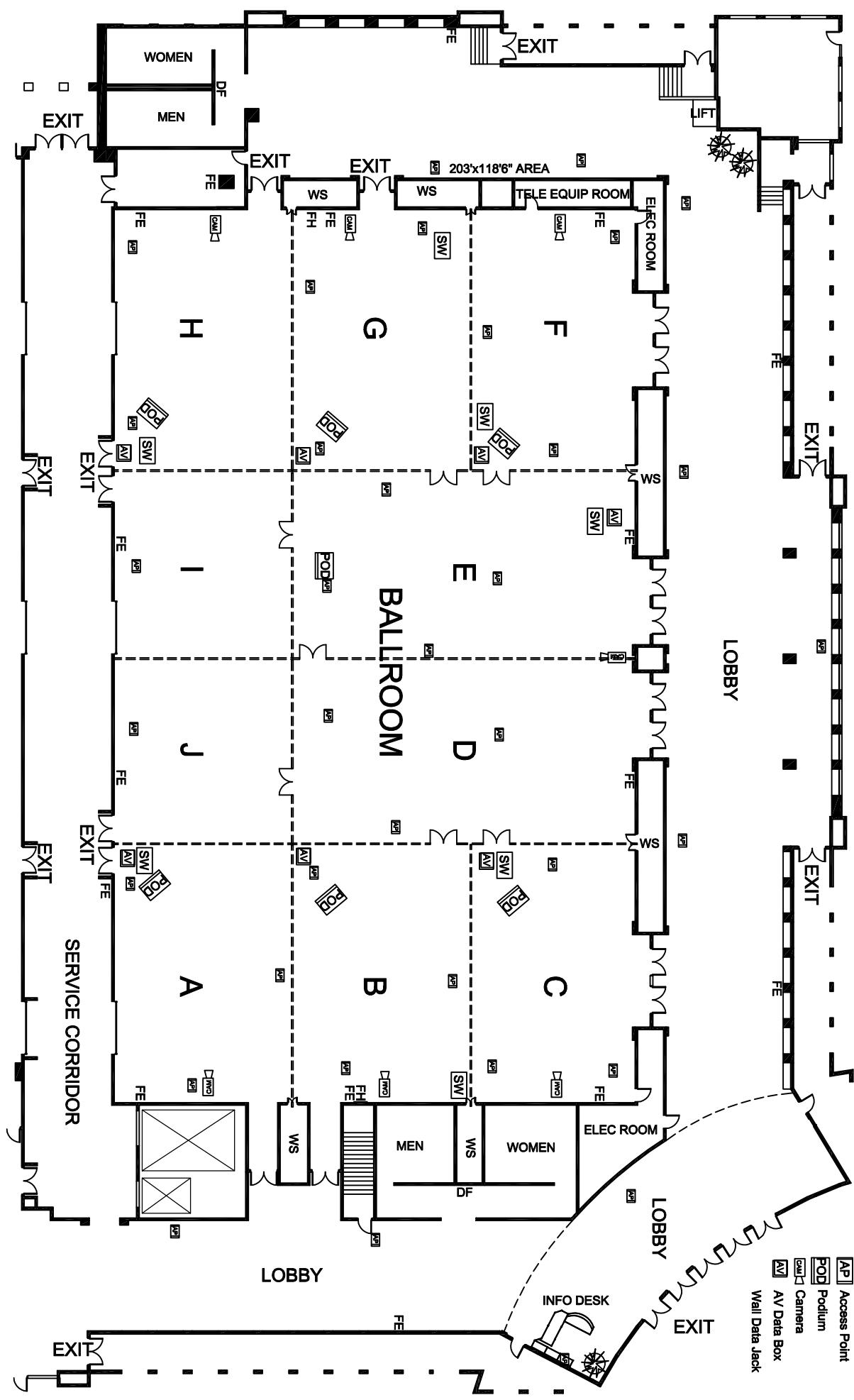
<https://www.youtube.com/watch?v=U62S8SchxX4>

a simple demonstration of how two people can agree on a secret key, even though all of their communications are carried out in public

# PASADENA CONVENTION CENTER

## PASADENA, CALIFORNIA EXHIBIT HALL AND BALLROOM

SCALE  
0' 5' 10' 15' 20' 25' 30' 40' 50'

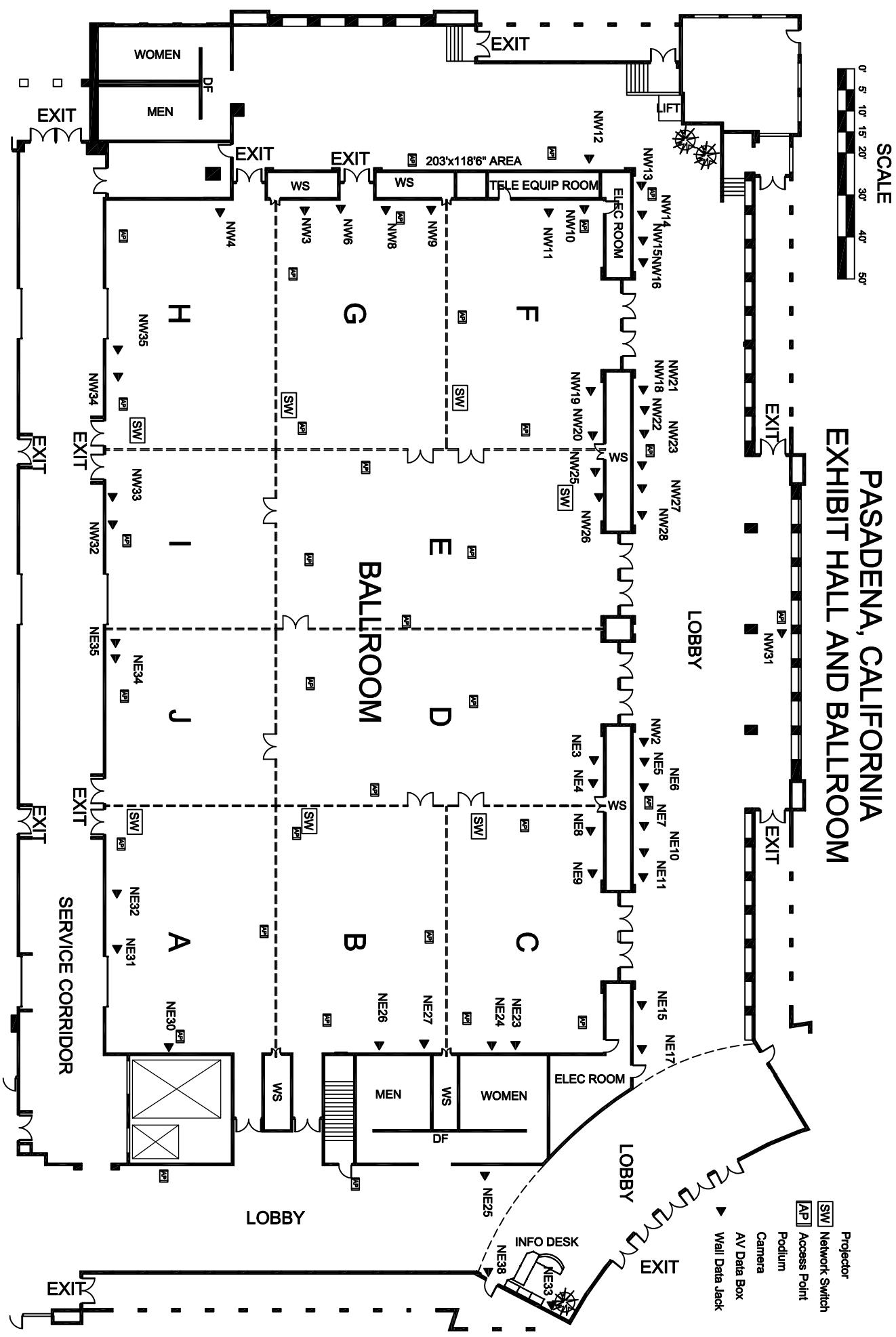


FE - FIRE EXTINGUISHER  
FH - FIRE HOSE  
FA - FIRE ALARM  
DF - DRINKING FOUNTAIN  
TELE - TELEPHONE

[Icon]	Projector
[Icon]	Network Switch
[Icon]	Access Point
[Icon]	Podium
[Icon]	Camera
[Icon]	AV Data Box
[Icon]	Wall Data Jack

# PASADENA CONVENTION CENTER

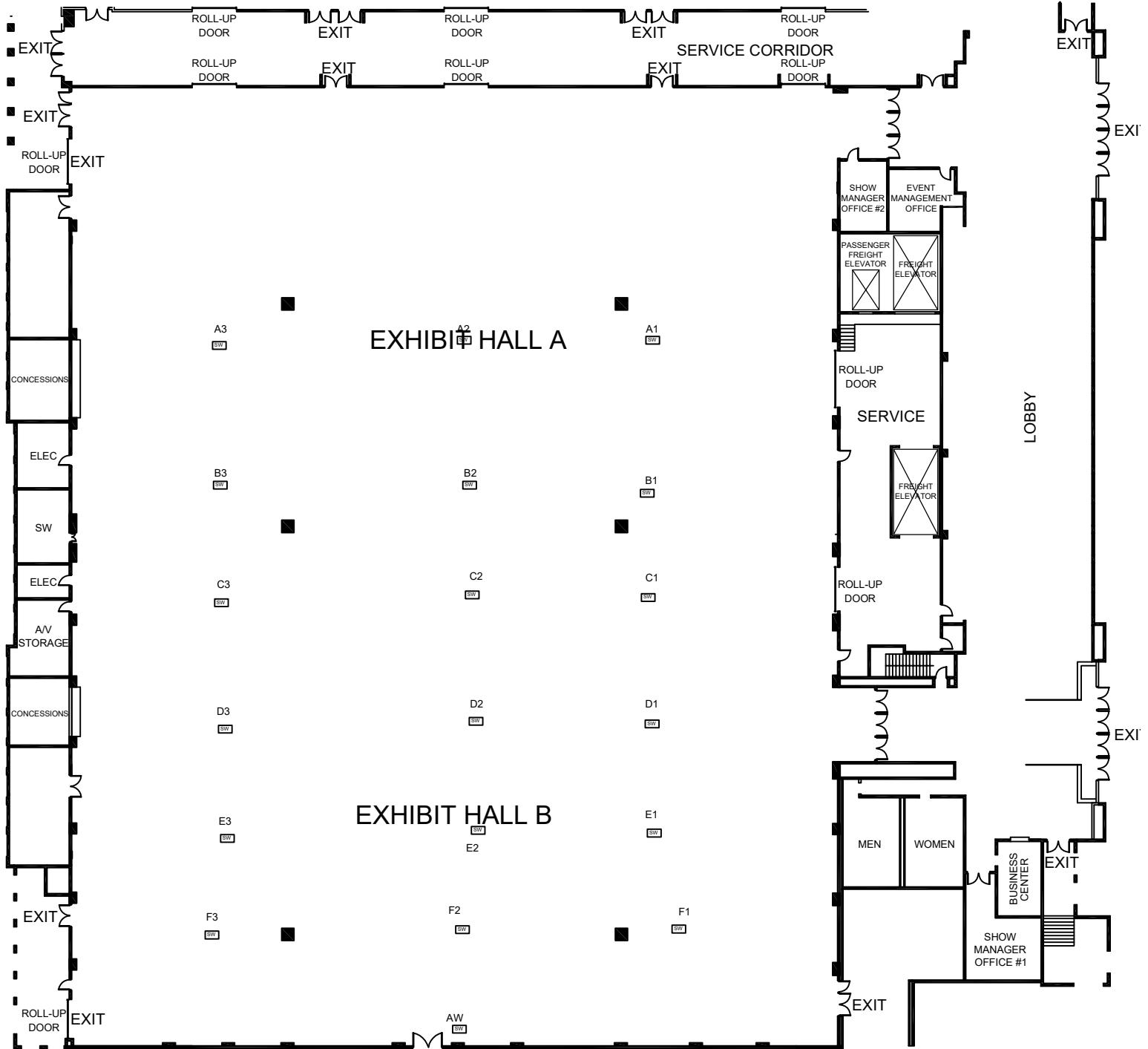
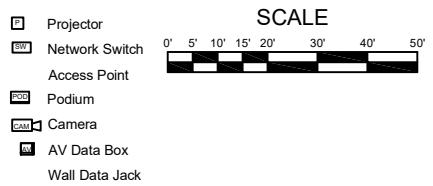
## PASADENA, CALIFORNIA EXHIBIT HALL AND BALLROOM



Projector:  
SW  
Network Switch:  
AP  
Podium:  
P  
Camera:  
C  
AV Data Box:  
AD  
Wall Data Jack:  
JD

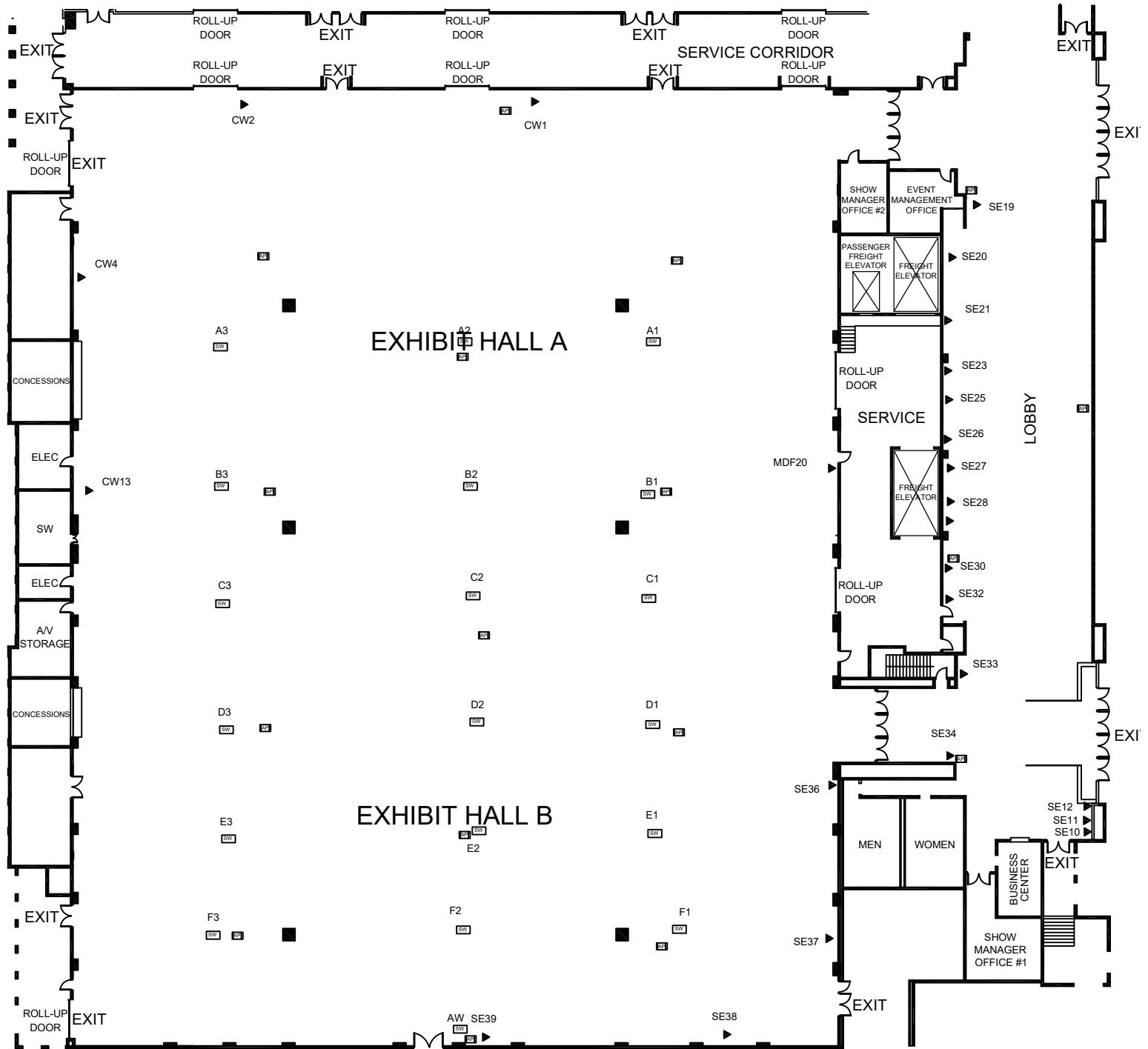
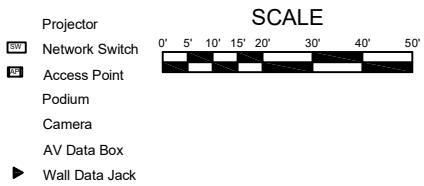
# PASADENA CONVENTION CENTER

## PASADENA, CALIFORNIA EXHIBIT HALL AND BALLROOM



# PASADENA CONVENTION CENTER

## PASADENA, CALIFORNIA EXHIBIT HALL AND BALLROOM

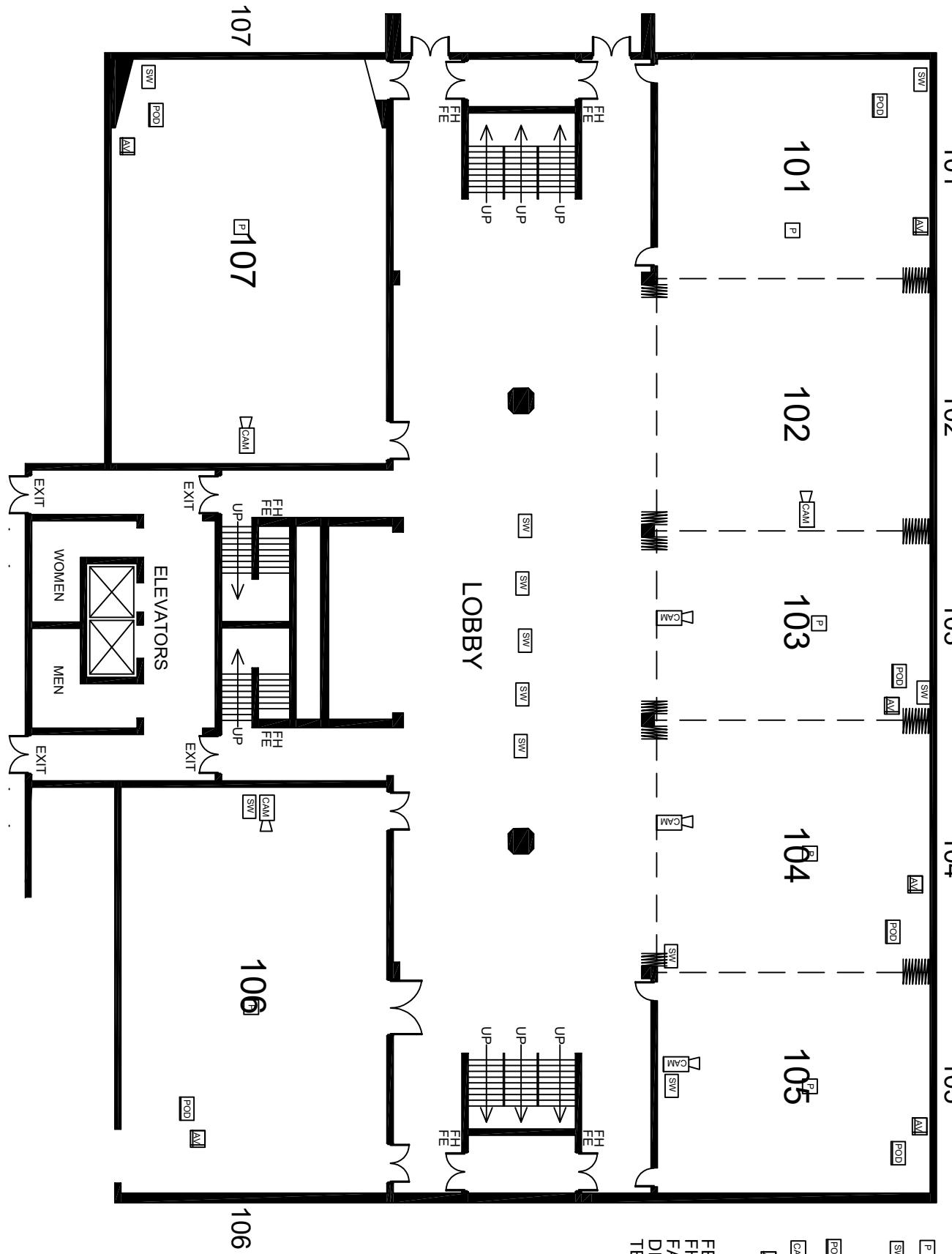
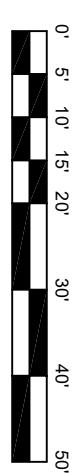


# PASADENA CONVENTION CENTER

## PASADENA, CALIFORNIA

### CONFERENCE ROOMS - LOWER LEVEL

SCALE

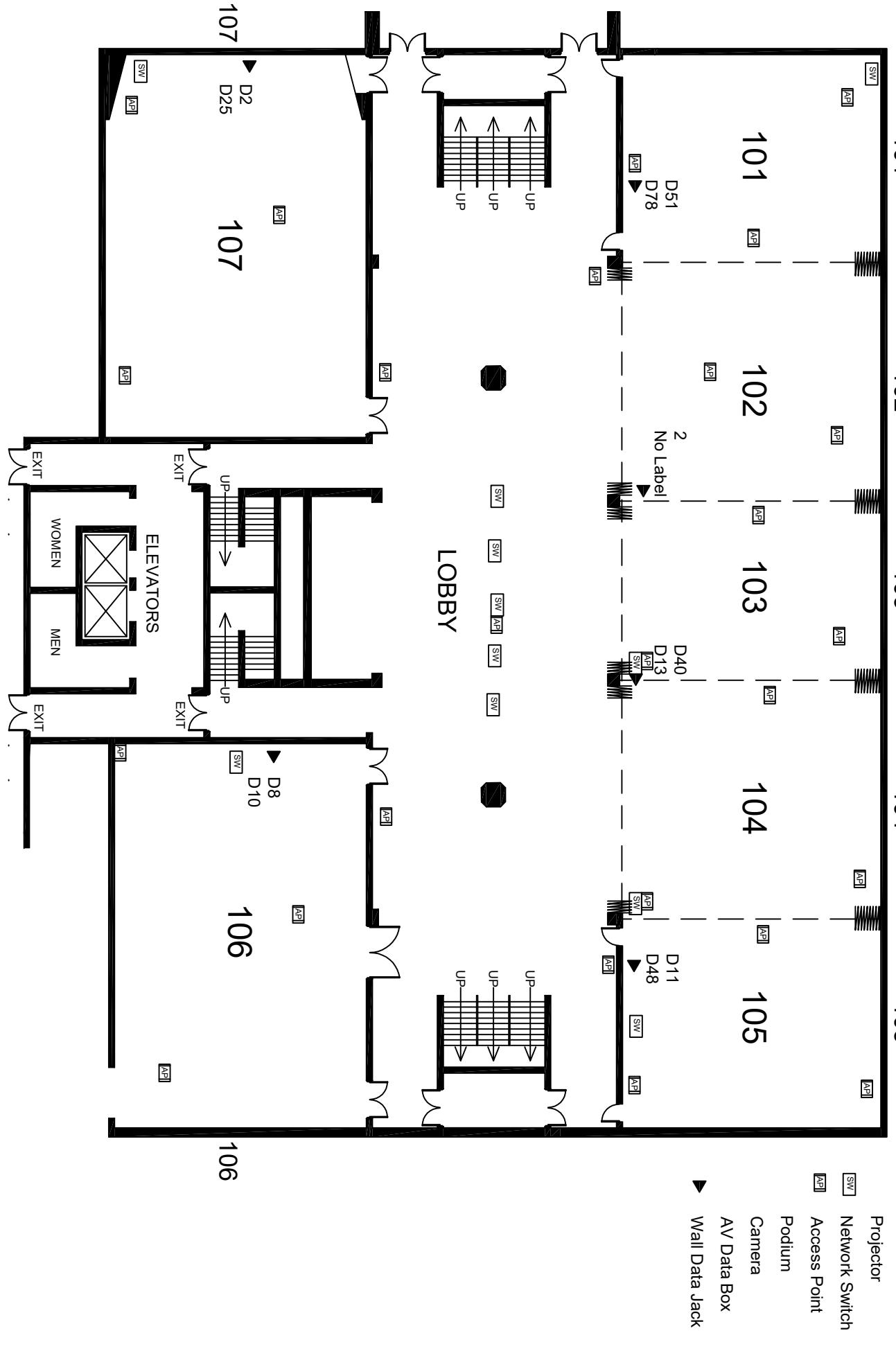
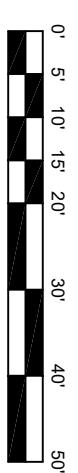


P Projector  
SW Network Switch  
POD Access Point  
CAM Camera  
AV AV Data Box  
WDJ Wall Data Jack  
 FE - FIRE EXTINGUISHER  
 FH - FIRE HOSE  
 FA - FIRE ALARM  
 DF - DRINKING FOUNTAIN  
 TELE - TELEPHONE

# PASADENA CONVENTION CENTER PASADENA, CALIFORNIA

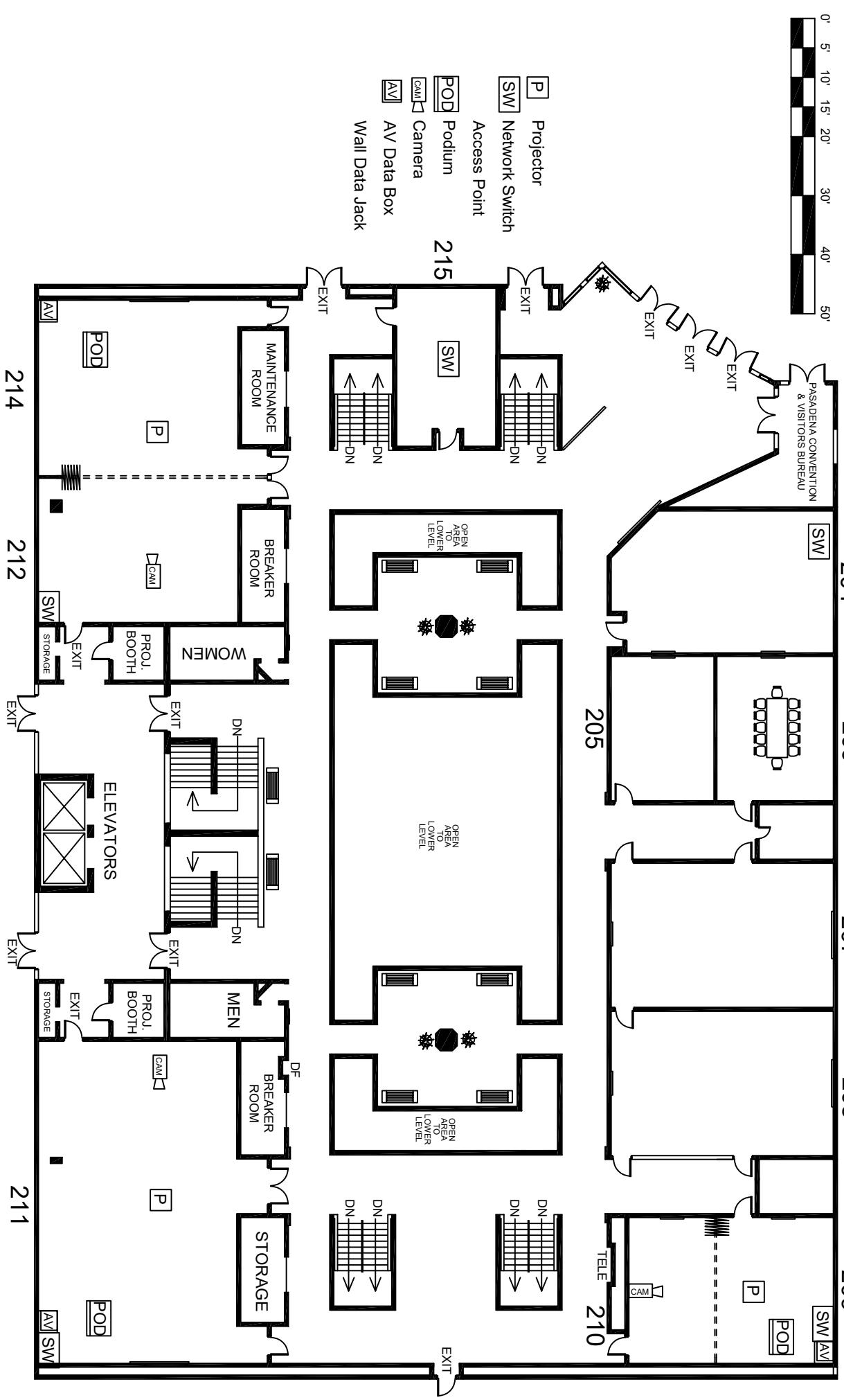
## CONFERENCE ROOMS - LOWER LEVEL

SCALE



**PASADENA CONVENTION CENTER  
PASADENA, CALIFORNIA  
CONFERENCE ROOMS - UPPER LEVEL**

SCALE



# PASADENA CONVENTION CENTER PASADENA, CALIFORNIA

## CONFERENCE ROOMS - UPPER LEVEL

