

Welcome sign instructions:

- print out welcome-signs-map.png
- print out welcome-signs.pdf
- walk the to conference room and call the number on welcome-signs.pdf, to make sure the phone number on the welcome signs still matches the phone in the conference room. If not, update the welcome-signs.odt file and export it to welcome-signs.pdf, and try again
- tape each welcome sign to the door in the location such that its letter matches the corresponding location on welcome-signs-map.png. It is a good idea to tape the sign on the inner side of the glass door, so that the wind does not blow it away.
- leave the printed welcome-signs-map.png in the conference room so people in the conference room know where to go to let someone in

# CodeCraft()

Welcome CodeCrafter()

We're upstairs waiting for you – to join us, please call **(747) 220-0409** and tell us you are at the front desk.



# CodeCraft()

Welcome CodeCrafter()

We're upstairs waiting for you – to join us, please call **(747) 220-0409** and tell us you are at entrance:

# A



# CodeCraft()

Welcome CodeCrafter()

We're upstairs waiting for you – to join us, please call **(747) 220-0409** and tell us you are at entrance:

# B



# CodeCraft()

Welcome CodeCrafter()

We're upstairs waiting for you – to join us, please call **(747) 220-0409** and tell us you are at entrance:

C



# CodeCraft()

Welcome CodeCrafter()

We're upstairs waiting for you – to join us, please call **(747) 220-0409** and tell us you are at entrance:

D



# CodeCraft()

Welcome CodeCrafter()

We're upstairs waiting for you – to join us, please call **(747) 220-0409** and tell us you are at entrance:

# E

