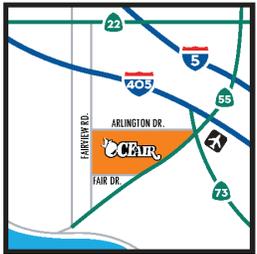


PROPERTY MAP



OC Fair & Event Center
88 Fair Drive, Costa Mesa, CA 92626
www.ocfair.com

LEGEND

EXHIBIT HALLS	OUTDOOR SPACES	MEETING & MULTIPURPOSE AREAS	OFFICE BUILDINGS	OTHER
1 Costa Mesa Building	8 Action Sports Arena	15 Courtyard	25 Security	R Restrooms
2 Santa Ana Pavilion	9 Main Mall	16 Country Meadowsi	26 Box Office	Coming Soon
3 Huntington Beach Building	10 Park Plaza	17 Pacific Amphitheatre	27 Administration	
4 Anaheim Building	11 Festival Fields	18 Centennial Farm	28 Event Operations	
5 OC Promenade	12 Serenity Walk	19 Heroes Hall	29 The Ranch Community Center	
6 Los Alamitos Building	13 Crafters Village	20 Table of Dignity	30 OVG	
7 Livestock	14 Campground		31 Silo Building	

OVERVIEW

OC Fair & Event Center is a 150-acre event venue that hosts over 150 events and attracts approximately 4.3 million visitors annually. Our versatile multi-use property can be transformed to fit a variety of events from small private events to large-scale trade shows and festivals. Our full-service capabilities cover concessions, security, audio/visual, on-site camping and more.

In addition to great year-round weather in sunny Southern California, we are also conveniently located nearby numerous lodging options, restaurants, shopping, major freeways (55 and 405) and John Wayne Airport.

AT A GLANCE

150 acres

157,000
sq. ft.
unique event
space

24+ indoor
and outdoor
options

Conventions, expos and trade shows
Corporate events and fundraisers
Private events
Seasonal events
Concerts and festivals

Weddings
National touring events
Meetings
Pop-up events
Holiday parties



Contact sales@ocfair.com or (714) 708-1834 for inquiries or to schedule a tour. **OC Fair & Event Center is a GBAC STAR facility.**

AREA MAP



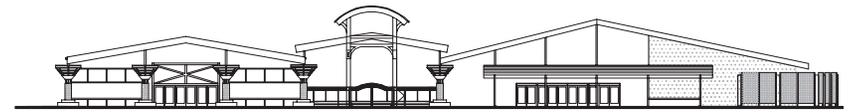
MAIN MALL WEST OVERVIEW



EXHIBIT HALLS

- Costa Mesa Building
- Santa Ana Pavilion
- Huntington Beach Building

WEST MAIN MALL



HUNTINGTON BEACH
19,572 Square Feet
Climate-Controlled Exhibit Hall

SANTA ANA PAVILION
16,325 Square Feet
Outdoor Covered Space

COSTA MESA
34,025 Square Feet
Climate-Controlled Exhibit Hall

FLOOR:

COSTA MESA
120' x 300' Hi-Gloss Concrete

SANTA ANA PAVILION
55' x 305' Concrete

HUNTINGTON BEACH
87' x 240' Hi-Gloss Concrete

COURTYARD
Finished Concrete

ROLL-UP ENTRY DOOR:

COSTA MESA - 14' 6" x 14'

ROLLING GATE WIDTH:
SANTA ANA PAVILION - 15' 6"

ROLL-UP ENTRY DOOR:
HUNTINGTON BEACH - 17' 6" x 15' 6"

BOOTH SPACES (10' X 10'):

COSTA MESA
SANTA ANA PAVILION
HUNTINGTON BEACH
THE COURTYARD

Options available, inquire for details.

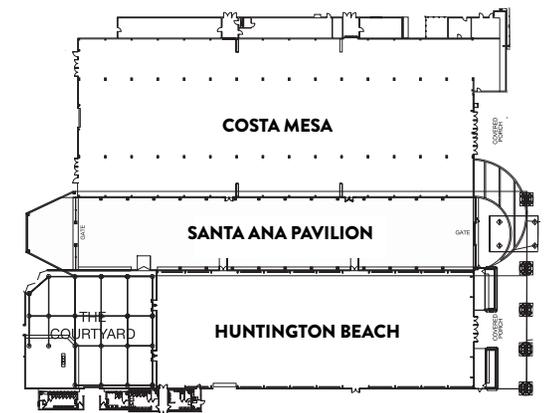
ASSEMBLY*:

COSTA MESA
Standing Space: 6,805
Seated Space: 4,860

SANTA ANA PAVILION
Standing Space: 3,265
Seated Space: 2,332

HUNTINGTON BEACH
Standing Space: 3,914
Seated Space: 2,796

*Pending Fire Marshal approval.



CEILING HEIGHT:

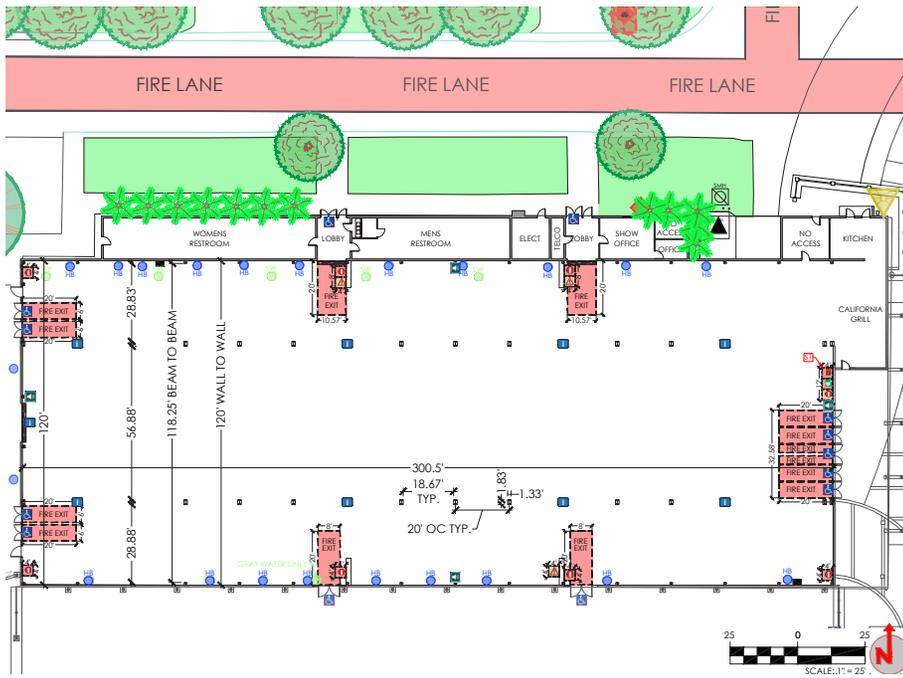
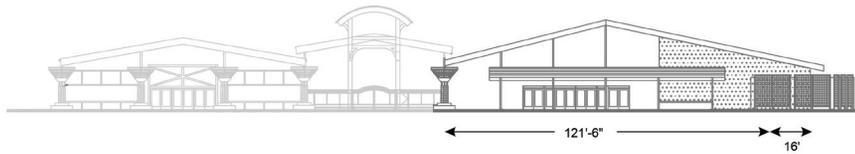
COSTA MESA - 16' 3" to 30' 10"
SANTA ANA PAVILION - 22' 4" to 25' 9"
HUNTINGTON BEACH - 15' to 17' 5"
THE COURTYARD - 19' x 10'

TRADESHOW / BANQUET CAPACITY*:

COSTA MESA - 2,268
SANTA ANA PAVILION - 1,088
HUNTINGTON BEACH - 1,304
THE COURTYARD - 00
TOTAL - 4,660

*Pending Fire Marshal approval.

COSTA MESA BUILDING



34,025 Square Feet

Floor: 120' x 300' Hi-Gloss Concrete

Ceiling Height: 16' 3" to 30' 10"

Rolling Entry Door: 14' 6" x 14'

Climate Control: Y

Covered: Y

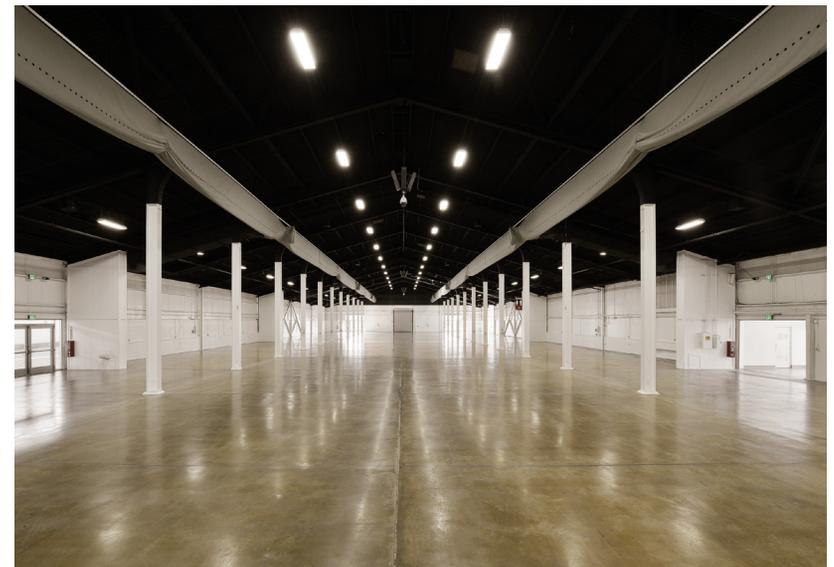
Tradeshow / Banquet Capacity*: 2,268

Assembly*

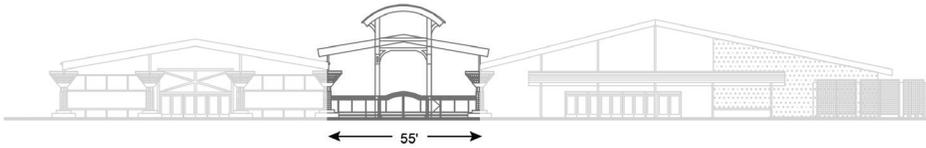
Standing Space: 6,805

Seated Space: 4,860

**Pending Fire Marshall approval*



SANTA ANA PAVILION



16,325 Square Feet

Floor: 55' x 305' Concrete

Ceiling Height: 22' 4" to 25' 9"

Rolling Gate Width: 15' 6"

Climate Control: N

Covered: Y

Tradeshow / Banquet Capacity*: 1,088

Assembly*

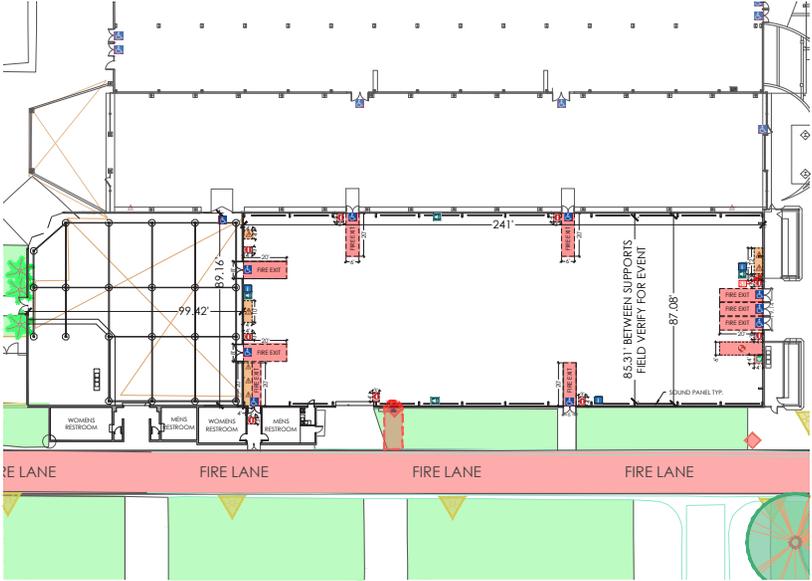
Standing Space: 3,265

Seated Space: 2,332

**Pending Fire Marshall approval*



HUNTINGTON BEACH BUILDING



19,572 Square Feet

Floor: 87' x 240' Hi-Gloss Concrete
Ceiling Height: 15' to 17' 5"
Rolling Entry Door: 17' 6" x 15' 6"
Climate Control: Y
Covered: Y

Tradeshow / Banquet Capacity*: 1,304
Assembly*
 Standing Space: 3,914
 Seated Space: 2,796
 *Pending Fire Marshall approval

