

# PROPERTY MAP



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

## LEGEND

### EXHIBIT HALLS

- 1 Costa Mesa Building
- 2 Santa Ana Pavilion
- 3 Huntington Beach Building
- 4 Anaheim Building
- 5 OC Promenade
- 6 Los Alamitos Building
- 7 Livestock

### OUTDOOR SPACES

- 8 Action Sports Arena
- 9 Main Mall
- 10 Park Plaza
- 11 Festival Fields
- 12 Serenity Walk
- 13 Crafters Village
- 14 Campground

### MEETING & MULTIPURPOSE AREAS

- 15 Courtyard
- 16 Country Meadowsi
- 17 Pacific Amphitheatre
- 18 Centennial Farm
- 19 Heroes Hall
- 20 Table of Dignity
- 21 Plaza Pacifica Lobby
- 22 Millennium Barn
- 23 Baja Bar & Grill
- 24 The Hangar

### OFFICE BUILDINGS

- 25 Security
- 26 Box Office
- 27 Administration
- 28 Event Operations
- 29 The Ranch Community Center
- 30 OVG
- 31 Silo Building

### OTHER

- R Restrooms
- Ⓡ Coming Soon

# 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

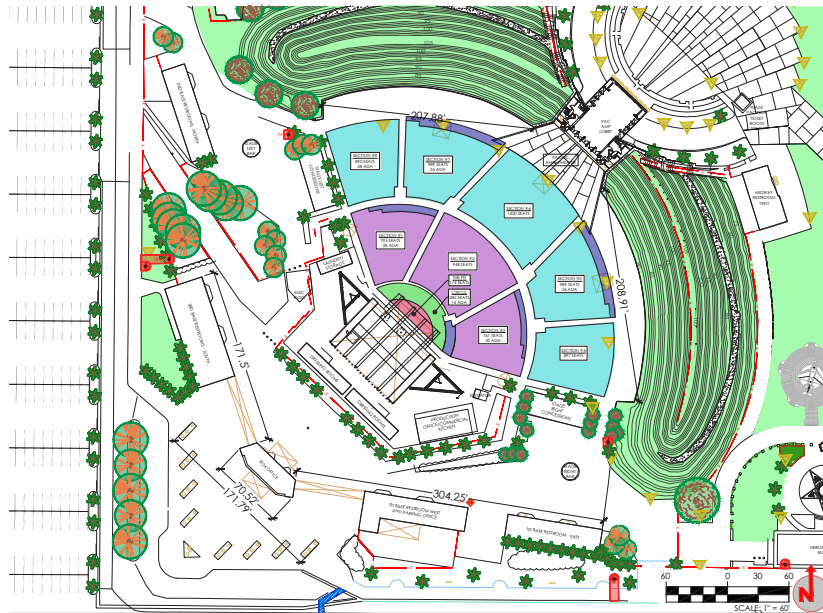
Weddings  
National touring events  
Meetings  
Pop-up events  
Holiday parties

Contact [sales@ocfair.com](mailto:sales@ocfair.com) or 415-705-5542 for inquiries or to schedule a tour.

## AREA MAP



# PACIFIC AMPHITHEATRE



150,091 Square Feet

Seats\*: 8,233

ADA Seats\*: 127

\*Pending Fire Marshall approval

