

Anaheim Exhibit Labor Jurisdictions

Anaheim is in a “union jurisdiction” state. Members of this union claim jurisdiction over all set-up and dismantling of exhibits including signs and carpet installation. If your exhibit preparation, installation, or dismantling requires more than one-half (1/2) hour, you must use union personnel supplied by the Official Service Contractor, GES. Exhibitors may designate their own Exhibitor Appointed Contractor (EAC) for booth set-up/dismantling provided they abide by union jurisdiction rules.

If you wish to set-up your booth with your own company personnel and it requires more than one half (1/2) hour, you may provide your company personnel to work along with a union installer on a one-to-one basis.

The following is a guideline of the work your company’s staff is permitted to do:

- Unpacking and placement of your merchandise
- Set-up of your exhibit display IF one person can accomplish the task in less than one-half (1/2) hour without the use of tools
- Moving materials that can be carried by hand, by one person in one trip, without the use of dollies, hand trucks, or other mechanical equipment
- Fine-tuning/calibrating your equipment and interconnecting computers and peripherals
- Setting up small signs/graphics
- After electrical service has been ordered/delivered, plugging in your own plugs of 120 volts

Loading and Unloading Display Material and Equipment

The unloading and delivery of all display material and equipment from the convention site docks to the exhibitors’ booths and loading out from the exhibitors’ booths to trucks at the docks must be performed by the official service contractor who has jurisdiction to deliver such service at the convention site.

All mechanical equipment on the trade show floor must be under the care, custody, and control of GES. This includes forklifts, scooters, pallet jacks, genie lifts, etc. as well as all other equipment mechanical in nature.

If you have questions about the work you can perform, please contact GES or Show Management.