



**April 29–May 3, 2021 • Exhibits: May 1–3, 2021**

**Miami Beach Convention Center • Miami Beach, FL**

## Security

In spite of guards and plainclothes police, no building can be made totally secure when the facility is being used for an exhibition. There is no way that the hundreds of people involved can be watched at all times. Each exhibitor must take responsibility for the security of all items in their display. Show management, the convention center and the security service will not accept any responsibility for items left unsecured or unattended. Reasonable effort will be made by each organization to guard against theft, industrial espionage, vandalism, and other undesirable occurrences, but the ultimate burden falls on the exhibitor.

### **The following comments and suggestions are offered for your guidance:**

1. Make sure that all personnel are wearing proper badges.
  - Exhibitor badges will be recognized during set-up, show days and breakdown.
  - Temporary badges will be available for those who need them. The guards need your help in seeing that only authorized people are admitted into the exhibit hall.
2. Exhibitors' goods should never be left unprotected in their booth. It only takes a moment for a thief to steal a handbag, a cell phone, an iPad, a laptop, or any other small items.
3. Portable items of all sorts should be kept in a secure, locked place.
4. Do not hide anything under a table.
5. Cell phones, laptops, and tablets are among the items most often stolen, so guard them carefully.

### **In summary, exhibitors:**

1. Should not assume the building is secure; It is not
2. Should not leave attractive items where everyone can see them
3. Should use strong safeguards; a heavy lock is no protection on a flimsy box
4. Should take valuables with them
5. Should wear badges at all times in the convention center

Most exposition buildings have many doors, stairwells, and service entrances. There is always somebody looking for an opportunity to steal. Do not give them that opportunity!