

2. FLOOR = STREET LEVEL

1. FLOOR = ARENA LEVEL

0. FLOOR = PRACTICE HALL

MAIN ENTRANCE - NORDENSKIÖLDINKATU

CLOACKROOM

FCF SALES POINT

ROYAL JUDGES ROOM

PRACTICE HALL

SPECTATORS

WARM UP AREA 1

WARM UP AREA 2

COACHES

MUSIC
COACHES

EXIT ARENA

JUDGES

JUDGES

COMPETITORS VIEWING AREA B

PERFORMANCE CHEER FLOOR

CHEER FLOOR

COMPETITORS VIEWING AREA D

DRESSING ROOMS PH1 - PH4

PIERCING CHECK / COMPETITION ARENA

ENTER ARENA

FIRST AID

DRESSING ROOMS A - H

DRESSING ROOMS 4 - 7

CAFÉ

VOLUNTEERS

BREWER STREET - PARTICIPANTS LUNCH/DINNER

STAFF LUNCH / DINNER + PLAYBACK

COMPETITION OFFICE

ENTER PARTICIPANTS

STAIRS UP

ENTER VOLUNTEERS

3. FLOOR = TOP LEVEL