



## EXHIBITOR CONFERENCE SCHEDULE

Exhibit Dates: June 3 – 4, 2022

Conference Dates: June 2 – 5, 2022

Hilton San Francisco Union Square  
333 O'Farrell Street | San Francisco, CA 94102  
Exhibit Hall: Grand Ballroom

### Thursday, June 2

2:00 PM – 6:00 PM

Exhibitor Registration (Yosemite Foyer)

**\* Please be sure to bring your proof of vaccination)**

2:00 PM – 7:00 PM

Exhibitor Set Up (Grand Ballroom)

2:00 PM – 7:00 PM

Lead Retrieval Pick Up (Grand Ballroom)

5:00 PM

Pre-Show Inspections

### Friday, June 3

7:00 AM – 8:30 AM

Exhibitor Final Set Up

8:00 AM

Final Show Inspections

8:00 AM – 6:00 PM

Exhibitor Registration (Yosemite Foyer)

8:00 AM – 6:15 PM

Exhibitor Lounge Hours (Green Room)

9:30 AM – 6:15 PM

Vet Expo Hours

9:50 AM – 10:20 AM

Morning Break in the Vet Expo

11:45 AM

Lunch in the Vet Expo for exhibitors

12:10 PM – 2:00 PM

Lunch in the Vet Expo for attendees

1:40 PM

Raffles in the Vet Expo

2:50 PM – 3:30 PM

Afternoon Break in the Vet Expo

3:15 PM

Raffles in the Vet Expo

5:15 PM – 6:15 PM

Vet Expo Mixer

6:00 PM

Raffles in the Vet Expo

6:30 PM – 7:30 PM

CVMA Awards & Installation Ceremony, Golden Gate Ballroom

7:30 PM – 9:00 PM

President's Reception, Golden Gate Ballroom

### Saturday, June 4

8:00 AM – 3:30 PM

Exhibitor Registration

8:00 AM – 3:30 PM

Exhibitor Lounge Hours (Green Room)

9:30 AM – 3:30 PM

Vet Expo Hours

9:50 AM – 10:20 AM

Morning Break in the Vet Expo

11:45 AM

Lunch in the Vet Expo for exhibitors

12:10 PM – 2:00 PM

Lunch in the Vet Expo for attendees

1:40 PM

Raffles in the Vet Expo

2:50 PM – 3:30 PM

Afternoon Break in the Vet Expo

3:15 PM

Raffles in the Vet Expo

3:30 PM – 7:00 PM

Exhibitor Tear Down (NO TEAR DOWNS ALLOWED PRIOR TO 3:30 PM)

Pre-Show Questions: Call or email Della Yee at [dye@cvma.net](mailto:dye@cvma.net) or at 916.649.0599, ext. 11.

On-Site Questions: Please see Show Management staff at the registration desk.

Schedule subject to change without notice. Visit [pacvet.net](http://pacvet.net) for updates.