

Set-up Maximums & Types

Building/ Location	Setup Style	Max People	# of Tables
PCB- Dining Room	Banquet- without dance floor	140 people	16 rounds Head table max 12 ppl
PCB- Dining Room	Banquet- dance floor on north	124 people	14 rounds Head table max 12 ppl
PCB- Dining Room	Banquet- dance in center pillars	100 people	11 rounds Head table for 12 ppl
PCB- Dining Room	Banquet- dance in middle area	76 people	8 rounds Head table=12 ppl
PCB- Dining Room	Hollow Square	52 people	12-8' tables
PCB- Dining Room	U-Shape	42 people (outside only)	10-8' tables
PCB- Dining Room	Conference Style	12 people	2-8' tables
PCB- Dining Room	Classroom Style	32 people 72 people	8-8' tables in room 18-8' loaner tables
PCB- Dining Room	Audience Style	120 people	0
PCB- Room #2	Hollow Square	28 people	8-6' seminar tables
PCB- Room #2	U-Shape	29 people (outside only)	9-6' seminar tables
PCB- Room #2	Conference Style	10 people	2-6' seminar tables
PCB- Room #2	Classroom Style	24 people	8-6' seminar tables
PCB- Room #2	Audience Style	30 people	0
PCB- Room #1	Hollow Square	22 people	6-6' seminar tables
PCB- Room #1	U-Shape	17 people (outside only)	5-6' seminar tables
PCB- Room #1	Conference Style	10 people	2-6' seminar tables
PCB- Room #1	Classroom Style	12 people	4-6' seminar tables
PCB- Room #1	Audience Style	20 people	0
PCB- Auditorium	Audience Style	556 people	
Library- Gertrude B. Scott Mtg. Rm.	Hollow Square	28 people	6-8' tables
Library- Gertrude B. Scott Mtg. Rm.	U-shape	26 people (outside) 40 people (in & out)	6-8' tables
Library- Gertrude B. Scott Mtg. Rm.	Conference Style	12 people	2-8' tables
Library- Gertrude B. Scott Mtg. Rm.	Classroom Style	30 people	6-8' tables
Library- Gertrude B. Scott Mtg. Rm.	Banquet Style	60 people	6-8' tables
Library- Gertrude B. Scott Mtg. Rm.	Audience Style	70 people	0

** Please note that the Maximums may feel tight in some setups with people sitting elbow to elbow. If adding table to a setup for food, presentation, gift, etc., you may not be able to have the maximum seating that is listed. There is potential that we will have to lower the counts. **