
PAX International, Tech release coronavirus update

By **PAX International** on March, 6 2020 | Events



Following Reed Exhibitions' March 5 [announcement to postpone](#) this month's Aircraft Interiors Expo and World Travel Catering and Onboard Services Expo amid the escalating coronavirus outbreak in Europe, [PAX International](#) announces it will publish both issues on schedule, with amplified support to the industry.

With production moving at its expected pace, both *PAX Tech* and *PAX International* issues are printed and sent out electronically as usual, with the print edition distributed to all major industry players and those requesting copies of the publications. As *PAX's* commitment to sharing industry news, product announcements, innovations, expert input and feature articles remains stronger than ever at this challenging time, we will also be publishing this content from cover to cover via daily online news, packaged specially for the *PAX* digital platform that its valued readers have come to expect, rely on and support for the past 20+ years.

The *PAX International Readership Awards 2020* will be announced in the digital space, with careful thought, consideration and treatment to ensure that industry colleagues who accomplished award-worthy achievements this year receive the recognition they would at *PAX's* annual live event in Hamburg.

"It has been, and always will be, *PAX's* mission to learn, share and deliver news to this vital segment of the commercial aviation industry," says *PAX International* and *PAX Tech* Editor-in-Chief Rick Lundstrom. "During this difficult time, we will continue to cover the ongoing efforts by airlines and suppliers to deliver a high-quality travel experience."

"We will overcome this present crisis, as we have done with similar industry setbacks before, and we will come out stronger," says Publisher Aijaz Khan. "We will support the international industry in every way we can, with open dialog and regular communications. Together, we will remain strong."