



Vendor Application
2017 Art Walk Session

Contact Information

| | |
|--------------------------------------|--|
| Name or name of organization/company | |
| Street address | |
| City, State, ZIP code | |
| Home or business phone | |
| Cell phone | |
| E-mail address | |
| Website address(if applicable) | |

Space / Dates

| What kind of space are you renting? | | What months are you renting? | |
|-------------------------------------|----------------------|------------------------------|-------------|
| | | | |
| One space | 10x10 \$25 per month | June 2017 | August 2017 |
| Multiple booths | How many? ____ | July 2017 | |
| Food truck | \$25 | | |

Vendor Type (Please circle all that apply)

| | |
|--|---|
| Artist/ photographer | Caricature |
| Artisan (Handmade goods; jewelry, ceramics, etc) | Face painting |
| Musician | Wood working |
| Food | Other (please identify)_____ _____ _____ |

Promotional Advertisement

What kind of sales, promotions, or product sampling will you be offering our patrons?
Please describe below:

Staffing Contact Information

Please be informed, there **MUST** be at least one person on site at all times during hours of operation. Please list each person that will be present during the course of the event. Set up begins as early as 4 pm with your booth ready by 5:30 pm for 6 pm start time.

| Name | Phone number |
|-------------|---------------------|
| | |
| | |
| | |

Our Policy

Vendors are responsible for their own table, chairs, tents, etc. They are responsible for any licenses, permits, sales taxes and fees required by law. Vendors are responsible for owner's insurance (if applicable). Art Around Towne is not responsible for any accidents or merchandise lost. There may not be any damage to the property left by setup of tents, stakes, or anything of the sort. Understand that you do accept full responsibility for your space rented, and will be held accountable.

It is important that you check in immediately upon arrival at the information booth so we can check you in.