

2019 Vendor Application - 2-Day Event

Saturday, September, 28th 9am-7pm

Sunday, September, 29th 9am-5pm

Name: Individual/Group/Company _____

Address: _____

City: _____ State: _____ Zip: _____

Contact Person: _____ Phone: _____

Email: _____

Merchandise: _____ Date/Time of arrival: _____

By signing this application I confirm that I have read and agree to the Rules and Regulations of the Warm Glow Fall Festival.

Signature: _____ Date: _____

10 x 10 space: \$30.00 for the weekend

12 x 12 space: \$36.00 for the weekend

10 x 20 space: \$60.00 for the weekend

20 x 20 space: \$120.00 for the weekend

Anything larger than a 20x20, please contact us for availability. 765-855-5483

A Tent/Pop-up Canopy is required at each booth.

Vendor booth must fit within the dimensions of the designated space and include all tie-outs, poles, tables, etc...

All supplies are to be provided by the vendor and must be securely set up within designated space.

Warm Glow will NOT be able to provide assistance in setting up booths as all employees will be preparing for the festival.

Electric and Internet service WILL NOT be provided. If you need electric you must bring a generator. If you need to run credit cards you will need to provide your own data.

Food vendors that must obtain a mobile food permit will not be charged lot space, but need to register for a spot. Please contact marketing@warmglow.com to reserve a spot. All Food Vendors must complete Vendor Application and submit copy of mobile food permit for our records. You must be set and have completed your health inspection by 8:00 a.m. Saturday morning. **FOOD VENDORS ARE RESPONSIBLE FOR SCHEDULING INSPECTION WITH THE WAYNE COUNTY HEALTH INSPECTOR.**

We are expanding our Fall Festival event this year. We will do our best to accommodate request to remain in the same booth placement as previous years, however, we will not guarantee you will have the same location. If you need to be set up next to another vendor you must specify on application & it must be approved by Warm Glow