Date received:	
Booth #:	

## City of Donna Chisholm Trail Festival Vendor Registration Form Saturday, December 14, 2019

Vendor Name:	Contact:	Contact:	
Address:			
City:	State:	Zip:	
E-mail Phone(s):			
Type of Booth & Descripti	ion: Please indicate type and prov	ride description, photos	
and Days participating at event.			
Business	Food		
Game/Activity	Art or Craft	X Saturday	
Non-Profit	Other		
Please give a detailed description	n of your products/services and inc	lude a photo, if possible.	
Do you require electricity?	Yes No		
	reserved on a first come first servenly supply one (110) Amps outlet:	e basis. If you require	
Proof of Insurance attach	ned		
will be refunded. The Vendor shall de & Entertainment, their respective offi- from any claims, damages, losses, lia for any loss or damage due to fire, a injury whatsoever or not specifically insured by The City of Donna, or any their goods. Exhibitor must have rep full liability for protecting, care and i	es the right to refuse any vendor applice efend, save and hold harmless The Citicers, agents, board members, staff, voability or expense which may arise, an accident, theft, weather, acts of God, of described herein, whether past, presponsoring agents. Exhibitors must make a specific cost insurance for all person maintenance of exhibitor's property. A CHIBITS AT THEIR OWN RISK AND	by of Donna & Kool River Media olunteers, sponsors and assigns and shall not be held responsible vandalism or any other loss or sent or future. Booths are not take provisions for safeguarding al property. Exhibitor assumes ANY VENDOR NOT HOLDING	
	that you have read all of the	e information, rules and	
regulations and agree to be b	,	<b>-</b>	
Signed:		Date:	
Saturday Vendor Fees: Food Booth Fees \$250.00 / Large Carnivals Rides \$300.00 / Moon Jumps \$150.00			
Train \$200.00 / Information and Arts & Crafts Tents Fess \$200.00			
Please Ma	ke All Checks out to City of Donn	na	
	(Booths & Tents Include)		

Rain or Shine Event/ No Refunds

Set Up: Friday 12-8PM or Sat 8-10AM