

Mullet Festival, October 10th -11th, 2009, Swansboro, NC
Non-Food Vendor Application
(Submission of this application does not guarantee booth space)

Booth space is guaranteed ONLY for vendors who pay in full at previous year's festival. Others are first-come/first-served.

Booth requested _____ Booth Assigned _____

Email _____
Your acceptance/rejection letter and all future correspondences will be via email.

You are invited to submit an application for the Mullet Festival to be held October 10th – 9am until 9pm & October 11th, from 10am until 5pm. **Applications are accepted on space available basis.** Application requirements are listed below. The festival will be held in downtown Swansboro. Registration is \$135 for Craft Vendors & Home Businesses (Mary Kay, Tupperware, etc), and \$200 for Commercial Vendors. Registration fee includes Insurance Liability. Spaces are 10' across and 10' deep. Each additional foot up to 5 feet will be \$10/foot. Vendors needing more than 5 additional feet will need to purchase a second booth. **There will be no refunds after you have been accepted.**

NON-FOOD VENDOR APPLICATION

Name of Organization _____

Contact Person _____

Phone _____

Address _____ City _____ State _____ Zip _____

NC Sales Tax ID Number _____ Spaces needed _____ +Additional ft _____

Email: _____

Description of Item(s) Sold:

attach additional sheets, if necessary

We do NOT provide electricity!

This is a TWO DAY festival.

RAIN OR SHINE!! NO REFUNDS!!!!

ALL SPACES ARE 10' X 10' – NO EXCEPTIONS! Each additional foot up to 5 ft. will be \$10 per foot.

CRAFT VENDORS:

of Spaces _____ X \$135 = TOTAL \$ _____

COMMERCIAL VENDORS:

of Spaces _____ X \$200 = TOTAL \$ _____

Mail to: Mullet Vendors, Swansboro Festival Committee; P.O. Box 1214; Swansboro, NC 28584

Email: swansborofestivalcommittee@yahoo.com

I have read and accept the rules and regulations of the Mullet Festival and I also understand that this is a rain or shine event and there will be no refund after I'm accepted.

Signed _____