

For Office Use Only Date Received: _____ Check Number: _____
Amount: _____ Booth Number: _____
of Booths: _____ Booth size preference: _____ Electricity: _____
Special requests: _____
Type of Craft: _____

Little Chute 2020 Craft Fair & Gift Sale

DATE & TIME OF EVENT: Sat. Oct. 10, 2020, 9:00am-3:00pm

SET-UP: Saturday, Oct. 10, 6:00a.m. – 8:30a.m.

LOCATION: Little Chute High School, 1402 Freedom Rd, Little Chute, WI

COST PER BOOTH: \$50.00 (non-refundable)

SPONSORED BY: Little Chute Dance Team

MAKE CHECKS PAYABLE TO: Little Chute Dance Team (LCDT)

SEND APPLICATION AND PAYMENT TO:

Heather Howe

Attn: LCDT Craft Show

808 Manor Place

Little Chute, WI 54140

Contact person: Penny Grissman pjgrissman@gmail.com

or Heather Howe Hrhowe@yahoo.com

To secure your booth, please send a full payment along with this form. **Requests for specific booth locations cannot be guaranteed. All registrations and requests are met on a first come, first serve basis.**

PLEASE PRINT INFORMATION BELOW

SELLER'S NAME: (first & last) _____

ADDRESS: _____

CITY, STATE, ZIP: _____

PHONE: _____

E-MAIL: _____

A confirmation email will be sent. **If you do not hear from us within 2 weeks of submitting your application, please follow-up with us to make sure you are registered.**

DESCRIPTION OF MERCHANDISE:

I need: _____#of spaces. We will provide 2 chairs per booth.

Electricity: Yes or No Please Circle. (Electricity if requested is not guaranteed *minimal spots are available w/electricity*)

Booth size: 10x10_____ or 6x16_____ Either Size_____ (we will try to accommodate size but CANNOT guarantee it.)

Other Requests:_____ (We will do our best to accommodate your requests but CANNOT guarantee it.)

TABLES, DISPLAYS AND EXTENSION CORDS ARE NOT PROVIDED. All equipment and merchandise must be set up in a manner to protect the floor. Bring pads or other protection for any metal display stands or tables without rubber feet. Thank you.

We are not responsible for any lost, stolen or broken merchandise.

REPEAT VENDOR: Yes No