

## GENERAL INFORMATION

### Product Information

- For the benefit of all vendors and patrons, a balance of vendors and what they sell is necessary across the event site. A description of the items you sell is required so that we may best place your booth on the site.

### Preferred Location & Special Needs

- Placement is by returning vendors, postmarked, first come first served basis. If you have specific health or product needs, please let us know. We will try to accommodate vendor requests as best we can. There will be no space changes once the site layout is finalized.
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### Camping Rules and Policies

- Camping is available Friday, Saturday, and Sunday nights.
  - Each camping spot can hold 3-5 people.
  - RV by special request. Please contact Field Marshall for more info and approval.
  - Porta-potties will be provided for your use, please bring toilet paper for emergency situations.
  - You may cook using propane camping stoves only.
  - Trash must be picked up at all times.
  - We have wild critters around. Make sure to abide by the same camping rules you would in any other local campground.
  - The noise curfew is 11pm. All amplified or acoustic music must be turned off. Loud talking, yelling, etc. must be kept to a minimum. You will be removed by security if you cannot abide by the curfew.
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### Parking Rules and Policies

- Parking for the Faire is limited. It is very important that guidelines for parking are followed as set by East Tennessee Distillery and Appalachian Renaissance Faire, Inc.
- There is absolutely NO PARKING in any posted no parking zone, or where it will impede East Tennessee Distillery traffic. All vehicles in these areas will be towed at the owner's expense.
- All Participants must park in the designated parking area from 8:30 am to 6:00 pm. Overnight parking is available. If your vehicle has not been removed by 9:00 am off event site on event days, the vehicle will be towed at the owner's expense.
- You will receive a parking pass when you check in at the event, please have it on visible display at all times, while on event property.

## TERMS AND CONDITIONS

### General Rules

1. All booths must maintain their own personal insurance for fire, property damage and personal liability, inventory, and equipment; ARF assumes no responsibility. If booth does not have personal insurance, then a waiver and responsibility clause shall be signed. Copies of insurance must be sent with the application.
2. All booths must have a working fire extinguisher or sign a fire extinguisher waiver.
3. Food Vendors must have all appropriate Health Certificates. THERE IS LIMITED WATER AND ELECTRIC ON SITE, PLEASE BE PREPARED.
4. Individual Faire Passes are required at all times on-site and to gain admission to the Faire site.
5. Camping is permitted within the prepaid dry site camping area ONLY.
6. Vehicles will not be allowed to remain overnight on the Faire site except in designated parking areas. Cars left on site are subject to towing at the owner's expense.
7. Parking is allowed only in designated parking areas.
8. All weapons are to be secured and peace tied at all times. Anyone brandishing a weapon, including bull whips, will be subject to immediate expulsion from the Appalachian Renaissance Faire, Inc. event.
9. Minors under 21 years of age are prohibited from consuming, handling, or purchasing alcoholic beverages.
10. Under no circumstances are controlled substances allowed on Faire site. Anyone with these substances in their possession on Faire site is subject to immediate expulsion and/or arrest.
11. Smoking of any illegal substance is prohibited.
12. Drunk or unruly behavior will result in immediate expulsion from the Faire site - NO EXCEPTIONS.
13. Quiet time is 11:00 pm. Noisy parties are not allowed. We appreciate your help and consideration of others.
14. Animals must be vaccinated and well behaved. Absolutely no animals may be left loose or outside of a vehicle unattended. If an animal has been left unattended or chained up, Animal Control will be called. All animals must be pre-approved. You MUST clean up after your animals, if not there will be a \$200 pet clean up fee.
15. Basic security will be provided during the event, but the Appalachian Renaissance Faire, Inc. and its officers or agents are not responsible for any lost or stolen items.
16. Please keep your area neat and cleaned or you will be charged a cleaning fee.
17. Participants consent to the use of their names, pictures, images, recorded voice or music, and those of employees and agents by the Faire, its assignments and licenses in connection with Faire events and without inspection for such purposes as commercial or promotional usages.
18. Appalachian Renaissance Faire, Inc./ETD shall not be held liable for any losses or damage caused by power or equipment failure or acts of nature.
19. If for reasons beyond ARF control, the event must be canceled or the date is changed, ARF is not liable for any costs.
20. All facilities, materials, supplies, and equipment used by the participants that belong to the Appalachian Renaissance Faire, Inc. or its agents, must be left in a clean, safe, orderly condition upon completion of the event. Failure to do so will result in a maintenance fee of

\$50.00 per hour. Participants will be required to reimburse the operators for any and all repairs/damages to any facility which occur during the event which are caused by the direct action of any booth operator/owner and/or their agents. The participants are to notify the Appalachian Renaissance Faire, Inc. if there is a problem with the facility or equipment prior to use.

21. The booth operators/owners agree to comply with all State, County, and Local ordinances and/or regulations.
22. Use of the Appalachian Renaissance Faire, Inc. logo. Participant understands and agrees that the Event "Names" and logos thereof are the service marks and trademarks of ARF, and such marks may not be used without express written authorization of ARF.
23. Causes for Expulsion: Appalachian Renaissance Faire, Inc. management and security have final say in these matters. If expelled, the booth must be closed immediately and removed after the Faire has closed.
  - a. Anyone who is obviously drunk or under the influence of drugs.
  - b. Anyone handling or brandishing a weapon in a manner deemed dangerous by the Appalachian Renaissance Faire, Inc. management or security,
  - c. Anyone criticizing or deprecating patrons. This includes criticism of costuming.
  - d. Anyone selling, distributing, or wearing illegal goods or drug related items or items that imply drug use. **\*THIS IS A ZERO TOLERANCE POLICY\***
  - e. According to the weapon laws, any vendor selling weapons to minors.
  - f. Anyone stealing.
  - g. Anyone caught entering or leaving a booth or campsite after hours without permission.
  - h. Anyone behaving improperly with a minor. Minors are not allowed in booth back areas, guild or entertainment encampments unless accompanied by a designated guardian.
  - i. Anyone arguing with management or security.
  - j. Anyone distributing passes or discounted tickets to anyone not on their designated employee list.
  - k. Anyone breaking the above listed rules.

\*NOTE: Adults responsible for minors will be expelled with any minor in violation of the rules.

#### Booth & Display Criteria

1. Participants agree that once booth space is assigned by the Appalachian Renaissance Faire Site Coordinator or Field Marshall, no changes will be permitted.

#### Booth Exterior and Interior:

1. Please cover all modern materials with period appropriate ones. This is a period-inspired event, and all booths should look the part. \*Not required for non-period events outside the main Faire event.

#### Displays and Signage:

1. Please attempt to make displays and signage fit in with the theme of the event attended. Please send pictures of all displays and signage along with booth pictures.

Storage:

1. All storage will be required to be maintained inside your assigned space. No outside space storage is available.

Power:

1. Limited electricity will be available and is on a first come, first served basis.
2. No generators during Faire. After hours, generators must be pre-approved and are not allowed after 11pm.

Costuming Criteria:

1. All booth personnel must be costumed in period looking garb during Faire operating hours.
2. NO modern clothing allowed in any booth during Faire, unless for medical reasons. Any vendor found to be violating this or falsely using a medical reason to not wear period looking garb will not have their application for subsequent Faire seasons or other garbed events considered until said garb is acquired and approved by ARF as appropriate.

Set-up and Break-down:

1. Faire hours are from 10 am to 6 pm Saturday and Sunday. All booths must remain open during these hours.
2. Digging holes or tying things to trees/other items must be pre-approved by the Field Marshall and is not encouraged.
3. No open flames. (Food vendors please speak to the Field Marshall)
4. Setup is 8:00 am to 10:00 pm on the Friday before the Faire, and 6:00 am to 8:00 am, Saturday of Faire.
5. Vendors arriving after 10 pm on Friday will have to wait until Saturday morning to set up.
6. Vehicles will be allowed on site during the above listed set-up hours. Vehicles still on-site after 8:30 am on Faire days are subject to towing and expulsion at the owner's expense.
7. Breakdown is on Sunday after close till 10 pm, and all-day Monday after Faire.
8. Vehicles will be allowed on site during the above listed break-down hours.
9. Appalachian Renaissance Faire, Inc. reserves the right to delay vehicle access if additional time is required to remove patrons.
10. After breakdown, all of your booth area and camping area must be cleared of all trash, litter, and debris.
11. Dumpsters will be provided. Do not use the small trash receptacles set up for patrons use.
12. All vendors will use the provided site porta-potties during and after the event.