

# PROMOTIONAL VENDOR Application 2023

Saturday, September 23, 10 a.m. - 5 p.m.



Vendor Name: \_\_\_\_\_

Contact Name: \_\_\_\_\_

Email Address: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Daytime Phone: \_\_\_\_\_ Cell Phone: \_\_\_\_\_

Entry Fees will not be refunded. If you cancel within SEVEN (7) days of the event or fail to attend the Festival you will not be allowed back for any future festivals.

**\*\*\*\*\*PROMO VENDORS MAY NOT SALE PRODUCTS. ITEMS DISTRIBUTED MUST BE FREE OF CHARGE. TO SELL PRODUCTS, PLEASE FILL OUT MERCHANDISE VENDOR APPLICATION\*\*\*\*\***

Vendor Space Required:

☐ 10' x 10' – \$50      ☐ 10' x 20' – \$60

☐ Electricity is available for an additional \$5 per site. Amps Needed: \_\_\_\_\_

Please list all products to be distributed. Use back of sheet if necessary. Organizers reserve the right to have any item removed that isn't listed below. The event is family friendly so please be sure that any items displayed are appropriate for all ages. \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Total Fee Enclosed: \$ \_\_\_\_\_

**Waiver of Liability.** In consideration of this entry, I waive any and all claims for myself and my heirs against officials, sponsors, organizers, the City of Cornelia, the Cornelia Hospitality & Tourism Board, Inc., or any volunteers associated with this event from liability. Further, I hereby grant full permission to use any photographs, videotapes, motion pictures, recordings or other record of this event for any legitimate purpose. I agree to abide by the rules and regulations of the Cornelia Big Red Apple Festival, and the City of Cornelia.

Signature \_\_\_\_\_ Date \_\_\_\_\_

Email notification of acceptance will be sent to above email address.

Mail application & payment to: Cornelia Office of Downtown Development, P.O. Box 785, Cornelia, GA 30531

If you have any questions, please contact Noah Hamil at 706-778-8585 x 209 or at [nhamil@corneliageorgia.org](mailto:nhamil@corneliageorgia.org)