

FLOYD COUNTY FAIR

IN Charles CITY

Non-Profit Rental Contract

Deadline June 1st

Set up on Wed. July 20 from Noon to 8pm

Outdoor Space / no electricity 10x10 area \$ FREE _____

Any additional space over 10x10 area will be charged \$50 per additional spot \$ _____

Indoor Space First 10x10 area \$ FREE _____

(Only 10 booths available first come first serve basis)

Any additional space needed will be charged \$50.00 for each additional 10x10 area.

Additional 10x10 space _____ \$ _____

(Only 10 booths available first come first serve basis)

Electricity Yes or No? Vendor responsible for own electrical cords. \$15.00 \$ _____

Late Fee or Late Arrivals if paid after June 1st \$50.00 \$ _____

(Refunds after June 1st will be ½ of total amount due.)

TOTAL DUE WITH APPLICATION \$ _____

Payment Type Check# _____ Money Order \$ _____

Make checks payable to: The Floyd County Fair Association

Business Name _____ Contact Name _____

Address _____

Phone _____ Fax _____

Worker Information and DL# _____

State Sales Tax ID# _____

Insurance Company Name _____ Phone _____

(Attach Certificate of Liability)

Policy Number _____ Expiration Date _____

Please provide a certificate of insurance naming Floyd County Fair Association as an additional insured. Please have liability limits NO lower than \$500,000. Make sure all dates are current and policy is still in effect. Please send the certificate of insurance to the address below, must be postmarked by July 29th. Those who fail to provide a certificate of insurance will not be able to setup their vendor space.

RENTER SIGNATURE DATE

By signing the following businesses agrees they have read the contract and agrees to provide the necessary paperwork prior to setting up.

The Floyd County Fair has the right to refuse an application based on Fair Policies

*Keep a copy for your records and return this copy, along with the amount due to:
Floyd County Fair 2516 Seven Mile Road P.O. Box 301 Charles City, Iowa 50616*

Any Questions Contact: Matt Ross @ 641-330-5018