

Vendor Registration Form

Cost: \$35 per booth (fee waived for schools and churches)

Rules:

- Vendors must provide their own equipment (tents, tables, chairs, etc.).
- All fees are NON-REFUNDABLE as they are used to help promote the event.
 - No electricity or running water is available.
 - The event time is 3:00 PM- 7:00 PM.
- Set up will begin around 2:00 PM. Break down time is 7:00 PM/after Christmas Parade ends.
 - Vendors are responsible for leaving their area in the same condition as they found it.
- This is a KID-FRIENDLY event. We reserve the right to censor any booth. Registration Deadline: Completed forms and paid dues must be turned in to Crowley Main Street by Friday, December 1st.

Company:
Contact Person:
On-Site Contact (if different):
Address:
City, State, ZIP:
Email:
Website:
Phone Number:
Description of what your booth will have (selling, activities and/or handing out) or your organization will be doing:
Vendor Agreement:
I/we agree to participate in Christmas in Crowley on December 14th, 2024, from 3 PM - 7 PM. I have read the application and agree to abide by the guidelines and rules of participation. I/we agree to indemnify and hold harmless Crowley Main Street, their officers, directors, employees, and agents from and against all losses, liabilities, claims, demands, expenses
fees, fines, penalties, suits, proceedings, damages, actions, and causes of action of any kind and nature arising or growing out of or in any way connected with Christmas in Crowley. I/we further release Crowley Main Street, their officers directors, employees, and agents from any liability for loss, damages, or theft of my property by damage or destruction
from causes including, but not limited to, fire, theft, vandalism, weather, or negligence of others.
Vendor Name (print):
Vendor Signature:
Date:

PLEASE RETURN COMPLETED APPLICATION WITH PAYMENT TO:

ATTN: Amber Hargrave Crowley Main Street P.O. BOX 120, CROWLEY, LA, 70526

For more information, please contact Amber at: ahargrave@crowleymainstreet.org or