

Date of Payment: _____

Date of Event: (Fri.) _____

Payment Amount: _____

Booth Space #: (Fri.) _____



Date of Event: (Sat.) _____

Booth Space #: (Sat.) _____

Market Days Vendor Application

Name: _____ Business Name: _____

Address: _____ City: _____ State: _____ Zip: _____

Cell Phone: _____ Email: _____

Detailed Description of all products to be sold:

(Produce, crafts, and items sold at the Market Days will be allowed at the discretion of event organizers with the City of Palestine.)

Valid Texas State Sales Tax ID No. _____, if required.

I would like to reserve **Market Days Booth Space(s)** for:

Friday - Date(s): _____

Saturday - Date(s): _____

\$5 X _____ Booth Space(s) Total Payment Due \$ _____

*** For your convenience, email your completed application to dshultz@palestine-tx.org. Call 903.731.8437 for more information, and to process credit card payments by phone. Visit the Palestine Visitors Center at 825 W. Spring Street to pay by cash or check.**

Application Agreement: By registering for this event vendors agree to all terms listed in Market Days Guidelines. Only items listed on the application will be allowed. Vendors will supply all materials for set up, display and / or demonstration. Space allotted is at the discretion of the City of Palestine. **No pets allowed on the property or in vehicles please.** **Booths reserved must be used on day and booth space reserved for.** **No trading booths with another vendor.** **No trading dates.** **No sharing of booth space.** **No consignment.** Vendor parking will be available. The City of Palestine will **NOT** be responsible for any losses in sales or inventory due to weather or other incident. Market Days are rain or shine events. The City of Palestine reserves the right to deny participation to a vendor who displays inappropriate items for this event.

I have read, understand, and agree to all terms in the Market Days Application, as well as the Market Days Guidelines:

Signature of Vendor

NO REFUND WILL BE GIVEN FOR ANY REASON!