



FATHOMS O' FUN FESTIVAL, INC.
VENDOR INFORMATION FOR
HOT RODS AT THE HIGH SCHOOL CAR SHOW
JULY 16, 2023 ~ 9AM-3PM

Special Vendor Application and Information:

Fathoms O' Fun Festival, Inc. holds the City of Port Orchard Master Vendor Permit for this event. Participants must complete and sign the application for permission to participate in this event.

SPECIAL INFORMATION and REQUIREMENTS FOR THIS EVENT:

1. The Festival Committee will designate where your vendor space is when you arrive.
2. Fathoms O' Festival, Inc. reserves the right to reject any participant whose merchandise or presence is not appropriate for our ongoing theme of providing wholesome family entertainment, or is not as represented in the application.
3. In consideration of the acceptance of this application applicant agrees to indemnify, hold harmless, and defend any action against Fathoms O' Fun Festival, Inc., the City of Port Orchard, and/or their employees and agents from and against all liabilities whatsoever arising out of Vendor's participation in this event.
4. Additionally, Vendor Applicants for Food Service and/or Skin Care Products sales or distribution must provide a certificate of insurance covering their participation at this Festival in an amount not less than \$1,000,000 liability and \$1,000,000 bodily injury naming Fathoms O' Fun Festival, Inc. and the City of Port Orchard as also insured.
5. All vendors must be licensed or otherwise authorized to conduct business in the State of Washington. Vendors are responsible for their own tax, permits, and license and insurance costs and liabilities.
6. Vendors are responsible to provide all tables, tents, and set up equipment. Weights are necessary for tent/awnings.. Stakes MAY NOT be driven into the blacktop.
7. Vendors shall not solicit their product or services more than ten (10) feet from their assigned space.
8. No refunds will be allowed five (5) days prior to the event.

Information Hotline:

Bob Morehouse, Vendor Coordinator, 360-620-3363, email: kitsap40@yahoo.com