

EVERETT EAGLE RIDERS

Great NW Motorcycle Rodeo

July 19 & 20, 2014

VENDOR APPLICATION

Company Name: _____
 Your Name/Contact Name: _____
 Address: _____
 City: State: Zip: _____
 Contact Phone: _____/Cell: _____
 Best Time to Call: _____ Email: _____
 Describe Your Motorcycle related merchandise or Service: _____

I can and will show proper vendor insurance, permits and licenses onsite during the event. **Initial** _____

Space, how many spaces do you need? ____ x \$75 = \$_____ (Total Amount Due)
 Space with electric, how many do you need? ____ x \$100 = \$_____ (Total Amount Due)
Sponsor a Game- \$50.00 (ONLY 10 SPONSOR SPOTS AVAILABLE) First come...First Serve.

With the Sponsorship (Your Logo/Signage provided by your company) appears at your game, you get to run the game and can even provide prizes for the game. Just add your Space Rental Fee and Sponsor Fee together and send it all in at the same time. Don't delay as spaces are filling up fast.

When You Arrive - Please Check in with Rodeo personal at the gates where you will receive your Vendor Info Packet (with vendor tag) and Space and/or Sponsorship Assignment.

LOCATION: 42109 SR 530 NE Darrington, WA 98241 (Timber Bowl Rodeo Grounds)

SPACE: Be sure to indicate if you are reserving more than one space and if you are going to need oversized vehicle parking. Set up begins at 3pm July 18th and removed by 6pm July 20, 2014.

SPACE PRICE: \$75.00 w/o electricity or \$100.00 with electricity.

Make Payable to "Everett Eagle Riders" (Please include your phone # on Checks or M.O.'s.) Send application along with payment to Everett Eagle Riders -C/O Janene Deane 1216 Broadway Everett, WA 98201

Application and Payment due by June 25, 2014. No Refunds after this date.

Contact: greatnwmotorcyclerodeo@yahoo.com or call Janene Deane 425-870-9963 or visit www.gnwmr.com

FOR OFFICIAL USE ONLY

Date Received _____ Amount _____

CK/MO # _____ Confirmation sent _____

Initials _____

Game Sponsors

_____ \$50.00 Received

CK/MO # _____

1 2 3 4 5 6 7 8 9 10