



2019 Ransom County Fair Vendor

The Ransom County Fair Association would like to invite you to be a part of our fair on August 22-25, 2019, in Lisbon, ND. Booths are available inside the expo center or outside on the grounds. Each inside booth is provided 1 table and 1 chair, all other decorations and furniture are your responsibility to provide.

The fair board is requesting that booths be open for display during these hours: Thursday 4 p.m.- 9 p.m., Friday and Saturday 9:30 a.m. - 9 p.m., Sunday 9:30 a.m. - 4 p.m.

NO EARLY TEAR DOWN is permitted. Deposits will be returned if booth remains open until Sunday at 4 p.m.

INSIDE BOOTH \$150

Size: 10'x10'
Cost: \$75 plus \$75 deposit
For each additional booth \$25.

OUTSIDE BOOTH

Size: **40'x50'** Cost \$125 + \$100 deposit = **\$225**
or **100' x 100'** Cost \$200 + \$100 deposit = **\$300**
Setup: Wednesday & Thursday

You will get two gate passes admitting two people for the entire fair. Tickets and final details will be mailed to you prior to the fair.

2019 Vendors will be listed on our website.

Space is limited. Reserve your booth by returning the below form with your payment **before August 1**. **Booth space will only be reserved upon payment before August 1. If you have not pre-paid or made other arrangements before August 1 a space will not be saved for you.**

If you have any questions please feel free to contact me.

Genene Aabrekke

Secretary

Cell: (701)680-2294

Email: fair@ransomcountyfair.com

Web: www.ransomcountyfair.com

2019 Ransom County Fair Vendor

Entity Name: _____

Contact Person: _____

Mailing Address: _____

Phone: _____

Cell Phone: _____

Email Address: _____

ND Tax Permit Number: _____

Number of booths INSIDE (10'x10'): _____

Number of booths OUTSIDE (40'x50'): _____

Number of booths OUTSIDE (100'x100'): _____

Description of products in your booth: _____

Amount Enclosed: \$ _____

Make checks payable to **Ransom County Fair Association**.
Return to: **Ransom County Fair Association, PO Box 890, Lisbon, ND 58054**