



BAFF 2024 Rules and Regulations

The 2024 Bay Area Fun Festival will be held on the third weekend of September. Mall Market hours are Saturday, September 21st from 9am thru 6pm and Sunday, September 22nd, from 10am thru 4pm. The mall market will be held on Central Ave from hwy 101 thru 4th street

- All entries will be approved by committee and any declines will be notified immediately by letter, phone or email and refunded application fee. All decisions of the Festival committee are final.
- Only items submitted on the application will be accepted in your booth. Items for sale, promotion or display that are banned from the mall market are but not limited to:
 - Knives of any type or size*
 - Projectile devices or instruments of any type i.e. dart guns, sling shots, spears, Bows & arrows, guns*
 - Drugs or drug paraphernalia*
 - Sensory Offensive merchandise i.e. "fart Gas"*
 - Any Dye-Type Product i.e. silly string, hair dye spray*
- All vendors will be inspected at time of set up. Any vendor not meeting the criteria of the festival committee will be asked to remove said items or leave and entry fee will be forfeited.
- **A security/cleaning deposit check of \$100 will be required at time of check in. This check will be returned at the end of the festival after your booth area has been cleared and all requirements have been met.**
- Booth spaces will be assigned for fully paid applications. This is a full festival. Space will be assigned on a first come, first serve basis according to mail times of applications. Booth preference may be given to returning vendors. Please note on application booth location requests. There will be no guarantee of booth location.
- Application deadline is August 15th, 2024. No application will be accepted after this date without a nonrefundable \$50 late fee.
- Each vendor must supply all necessary equipment such as tables, chairs, construction materials, water hauling containers and extension cords.
- Sales are limited to booth space only. No roving vendors are allowed. Your booth must be occupied at all times during festival hours by an adult (18 years of age or older.)
- Check in will be on Central Ave in front of Jennies Shoes after 5:30 pm on Friday, September 20th. No early check in. Please unload your equipment as quickly as possible and remove your vehicles from the immediate festival area. ***Please do not park vehicles and trailers in the festival area before 5pm.*** Downtown businesses must be able to conduct business until 5pm without interference
- Night security is provided on Friday night and Saturday night.
- Your booth must be up and operational by 8:30 am on Saturday, 9:30am on Sunday.
- Early departure from the festival is not allowed and will forfeit security check and invitation for next year.
- The Coos Bay Downtown Association carries liability insurance for accidental injury in the festival area that may be caused by Bay Area Fun Festival/CBDA negligence. Vendors are responsible for their own liability Insurance of their booth. Vendor proof of liability insurance naming CBDA as an additional insured is required and a certificate must be submitted with your application. Bay Area Fun Festival/CBDA or its committee members is not responsible for lost, stolen or damaged property.
- Limited space will be set aside for non-profit organizations
- Food Vendors: Coos County Health Department requires a health permit for all food vendors. Contact Coos Health and Wellness at (541)266-6700. You must be prepared to be inspected at the festival. Failure to meet health department guidelines may close your booth and no refunds will be given. All food booths must have a ground cover under your booth. No dumping of any liquids other than water is prohibited down the storm drains.
- Accepted vendors will be notified via email. Please provide an email address for that purpose and check for your confirmation there.

The Bay Area Fun Festival committee reserves the right to remove any vendor for misconduct, deception, and/or noncooperation and all entry fees will be forfeited.