

# Cinco de Mayo

## LATIN ANGLO ALLIANCE FOUNDATION

### APPLICATION and AGREEMENT

Date: \_\_\_\_\_ \*Date received by LAA: \_\_\_\_\_

Name: \_\_\_\_\_ Business: \_\_\_\_\_

\*(Contact Person)

Address: \_\_\_\_\_ City: \_\_\_\_\_ St. \_\_\_\_\_ Zip \_\_\_\_\_

Phone #'s: \_\_\_\_\_ E-mail: \_\_\_\_\_ FAX: \_\_\_\_\_

BUSINESS OR PRIVATE INDIVIDUAL: \_\_\_\_\_

Non-profit (Informational and Educational): \_\_\_\_\_

Tax ID #: \_\_\_\_\_ Certificate of Liability Ins. Policy: **Please include a copy of your insurance.**

**Type of Booth** —what service will you provide?

Food: \_\_\_\_\_ Food Booths-**WILL NEED HEALTH DEPARTMENT 'APPROVAL LETTER'**

Craft: \_\_\_\_\_

Game: \_\_\_\_\_

Other: \_\_\_\_\_ Explain: \_\_\_\_\_

**\*\*Each booth space is 12 ft. X 12 ft. (If you extend beyond 12 ft. you pay for 2 spaces. We will enforce).**

Do you need 1 booth space? \_\_\_\_\_ 2 booth spaces? \_\_\_\_\_ or more? \_\_\_\_\_

Are you expecting to stay open throughout the evening? Yes \_\_\_\_\_ No \_\_\_\_\_

(Please provide your own lighting if you plan to stay open until 10:00 pm.)

**Additional Comments:** \_\_\_\_\_

**Vendors will be responsible for power connections to city electrical source.**

**\*\*Vendors, please do not sell 'SILLY STRING' \*\*Vendors need sanitizing products at booths'**

**\*\*Only The Latin-Anglo Alliance can sell Soda Pop, Water Or Alcoholic Beverages.** If any vendor is caught selling these beverages, you will be asked to close down immediately and leave the area. **\*\*You may sell: tea, coffee, fruit drinks, or lemonade.**

(No pueden vender soda, agua o bebidas alcohólicas, pero si pueden vender; te, café, limonada, o jugos de frutas.)

Please send: **'APPROVAL LETTER'** from Health Dept. and **'Certificate of Liability Insurance'** with your **'CINCO DE MAYO APPLICATION'**.

See **'Guidelines'** page for deadline dates, and LAA contact persons.

Please sign below and write the amount you are sending. Thank you very much.

Signature: \_\_\_\_\_ \$ \_\_\_\_\_ You are sending.