

VENDOR INFORMATION

- Each vendor is responsible for collection of NC Sales tax. For more information, please refer to www.dor.state.nc.us
- The vendor fee is \$95.00 for an inline booth or \$135.00 for a corner booth.
- Vendor spaces will be assigned as applications are received and accepted. The North Carolina Holiday Flotilla reserves the right to limit the number of entries for any craft or art form. You will receive your location on the day of the event.
- This is an outdoor event held at the Wrightsville Beach Municipal Park. Exhibitors **must** provide their own tables, stands, and covers in the event of inclement weather. Standard space size is 12' by 12'. Electricity is not available. Generators are **not** permitted.
- Directions to the park:

From I-40: Exit US 74 East go approximately 5 miles, cross the Intracoastal Waterway bridge, continue straight on route 76 for 3/4 of a mile, turn left into park just past town hall.

From US 76: East: cross Intracoastal Waterway bridge, continue straight on route 76 for 3/4 of a mile, turn left into park just past town hall.

From US 74: Follow US 74 to US 76. Proceed East, cross the Intracoastal Waterway bridge, continue straight on route 76 for 3/4 of a mile, turn left into park just past town hall.

From US 17: Exit US 74, go approximately 5 miles, cross Intracoastal Waterway bridge, continue straight on route 76 for 3/4 of a mile, turn left into park just past town hall.

- Once you arrive at the park, please enter at the east corner of the park. Please do not attempt to enter at the main entrance. Event staff will be waiting to assist you.
- Set-up is from 7:30 am to 9:30 am. All vehicles must be removed from the grass area by 9:30 am. Breakdown begins at 4:00 pm.
- Vendor parking information will be provided upon your entrance to the park.
- Notification of acceptance will be sent via email.
- Event will be held Rain or Shine

**North Carolina Holiday Flotilla • P.O. Box 713 • Wrightsville Beach, NC 28480
910.256.2120 • www.ncholidayflotilla.org**