

THE MAGICAL REALM FANTASY FAIRE

Mail to: The Magical Realm, 7888 N. Gleneagle Dr., Kalamazoo, MI 49048 www.TheMagicalRealm.com ◆ Info@TheMagicalRealm.com ◆ 269-873-2586 2022 ◆ Saturday, June 4, 10 am - 7 pm and Sunday, June 5, 10 am - 5 pm Eaton County Fairgrounds ◆1025 Cochran Ave. ◆ Charlotte, MI 48813

2022 Entertainer Application & Agreement

Please Print:			_
Name:	_		
Entertainment/Act Name:			
Address:			
Email:			
Free on-site camping may be available: (mark	77		
License Number of Trailer:			
Type of Camper/Tent/RV:			
Please provide names of each camper staying	g at your campsite:		
Will you have pets? (Must provide proof of vaccinate	tion!) List:	(For th	eir safety, pets must be closely monitored!
Would you be willing to be a stop on a guest q	uest? Yes No		
Type of Entertainment (List performers. In-	clude a brief description to b	e used for marketing purpo	oses):
Special Requests:			
Will you have HAZARDOUS MATERIALS on	n site? (Example: cleaning chemic	cals, or any petroleum based proc	luct) Yes No
If yes, please describe:			
Will you be using weapons as a part of your p	erformance? Yes No	If yes, please describe:	- 14 11 1 1 1 1 1 1 1 1
Do you use illegal drugs or abuse alcohol? He	ava vou aver been errected for	a Criminal offense? Have you	over been charged with abuse of
neglect of a minor? (Other than minor traffic			
Listing in daily program & schedu Meal tickets for performers: # req ticket.)	quested (Please provide	0 0 11	
Free on-site rustic camping (Pleas	e complete camping information	on above.)	
Small BW ad (MEDIA-READY a	rtwork must be provided by Ap	oril 1)	
One standard Merchant Booth*	(REQUIRI	ED: I am also sending Mercha	ant forms: Please initial
*MERCHANT APPLICATION and	l approval from the Merchant Comm	nittee are required. FORMS DUE NO	LATER THAN APRIL 1.
To better promote your act, please EMAIL a I	DIGITAL photo to be used for	marketing purposes to: Entert	ainment@TheMagicalRealm.con
You may also mail this application to: The Ma			
For questions or more	e information, contact the Enter ertainment@TheMagicalRealm.	rtainment Coordinator, Jennif	
By signing this agreement, I certify that my group Fantasy Faire and this stands as my commitment festival. I also understand that I will be receiving t	t to attend. I understand that this	s application does not guarantee	
The state of the s			
For Ti	he Magical Realm Fantasy Fair		
Approved by:	,	,	_ (Name & Committee Title)
Approved Non-Monetary Compensation: I	_		
Listing in program Mea			camping 1 small BW ac
One standard Merchant Booth	_		
Hazardous materials used: Y/N Type:			•
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2022 Entertainer Information

Since this is a fund-raising event, all Entertainers are volunteers at this time, and will not receive monetary compensation. Alternate compensation may be available as follows:

- ◆ Listing in program ◆ Meal tickets for all performers ◆ Free on-site rustic camping (Please complete enclosed camping information)
- ♦ A small BW ad in the program may be available to you at no additional cost. Must provide MEDIA-READY artwork.
- ♦ One standard Merchant Booth may be available. (Please request a Merchant Information Packet. *All merchant/booth rules and jury requirements apply.* Please submit a Merchant Application in Merchant Fee space, please write: Entertainer \$0)

CD sales, tips, etc... are encouraged. WE SINCERELY APPRECIATE YOUR PARTICIPATION IN THIS EVENT, and will do everything we can to make your time with us enjoyable for everyone.

Terms: All Entertainers are required to read the attached rules and regulations. By signing the application you and your group agree to abide by these rules and regulations.

Setup is Friday, June 3, 11 am - 6 pm, participant picnic following.

Check in: Please check in with the *Entertainment Coordinator* no later than 9 am on the day of the Faire. Please be aware that all vehicles must be off the festival grounds one hour prior to open each day of the faire. (If you are camping, see the Camping Coordinator before setting up.)

Disclaimer: I understand that neither The Magical Realm Fantasy Faire nor its affiliates will be held liable in the event of loss or damage before, during, or after festival hours. I also understand that by signing this contract I am, without payment to me or anyone helping me, granting The Magical Realm Fantasy Faire the right to use for all promotional, educational and other purposes to promote the Festival any photo, video or other reproductions of any image in which we appear. Actions of The Magical Realm Fantasy Faire and its participants are for entertainment purposes only.

The Magical Realm Fantasy Faire - General Entertainer Rules

- 1. Costumes: ALL participants are required to wear clothing reflective of the fantasy themes established in The Magical Realm.
- 2. Language: All participants should make every effort to speak in an appropriate Lingo (language, accent, etc.) in order to add to the ambiance of the festival.
- 3. Fires: There are to be NO open ground fires on the festival grounds. If it is a part of your encampment, for entertainment/reenactment purposes, you may have an ABOVE THE GROUND fire pit at your encampment area. However, you must notify the Camping Coordinator AND Security, AND you must have a bucket of water available. The fire must be attended at all times and put out when you retire for the night.
- 4. Children: All participants are responsible for the conduct and actions of their children at all times while on festival grounds. All children are to be under direct supervision of their parent/guardians. Do not allow your children to 'run around' the festival without supervision. Names and ages of children must be given to the Entertainment Coordinator. Participant Children must wear a wristband at all times.
- 5. **Pets**: Participants may have pets in their merchant booth or encampment, with **proof of vaccinations**. If you have a pet at the mundane camping area you are responsible for providing them with ample food, water and shelter during the day. If the animal is found without these the authorities will be called and you will be reported.
- **6. Telephones**: Cell phones distract from the fantasy theme of the event. Personal calls should be limited, and outside of the view or earshot of guests. Theme-related devices encouraged.
- 7. **Set-Up**: The grounds will be open for set-up starting on **Friday, June 3, 2022, 11 am 6 pm**. Since stages will be shared between entertainers, please do NOT set up equipment until you check in with the *Entertainment Coordinator*. Every effort will be made to honor special requests regarding your need for electricity, etc.
- 8. Closing at the end of the day: All entertainers are responsible for their own equipment. The Magical Realm is not responsible for theft or damages.
- 9. Vehicular traffic: The Magical Realm reserves the right to halt vehicular traffic at the beginning and end of each day to insure that all performances have finished and that all guests have left the festival grounds. The roadway will not be opened until half our after close each day at the earliest, and may remain closed if deemed unsafe. Please be advised that vehicular traffic may not be possible. All cars must be off the festival site one hour prior to open each day of the festival. The ONLY exception to this rule is in the case of a tornado or other weather emergency as declared by the Executive Directors of the festival.
- **10. Smoking**: ALL participants must smoke in designated areas ONLY. Any entertainer found smoking in public view will first be given a verbal warning. The second warning will be in writing and if a third one is necessary, the participant may be asked to leave the festival.
- 11. Alcohol: While the faire does serve alcohol, we ask that participants do not drink during the hours of operation. Moderate consumption is acceptable during the final Pub Sing each day. Any participant found drinking alcohol during faire hours will first be given a verbal warning. The second warning will be in writing and if a third one is necessary, the participant may be asked to leave the festival with no refunds.
- 12. Weapons: Only entertainers who apply for and receive special permission may use weapons as a part of their show. NOTE: There will be NO personal firearms allowed on site. If your job requires you to have one with you, then you must speak with the General Manager and gain permission. The firearm must then be in a safe, locked location at all times and may NOT be carried on your person. Anyone found in violation of this policy will be turned over to law enforcement. All weapons must be peace-tied.
- 13. Participant passes: Entertainer passes are limited to performers unless requested in advance with approval of The Magical Realm management. All persons entering the festival must have a participant pass on their person at all times or they will be charged for their admission. There may be a replacement fee to replace any previously issued passes.
- 14. Use of name, image or information: Entertainers and all participants employed by them give The Magical Realm Fantasy Faire permission to use their name, image or business information in any medium and for any purpose whatsoever including but not limited to promotion, advertising, trade or commercial utilization related to The Magical Realm Fantasy Faire.
- 15. Disclaimers: The Magical Realm Fantasy Faire shall not be responsible for the failure of the festival to open or be inoperable for any reason or cause beyond the control of the festival. The participant shall be solely responsible for any damage caused to the festival grounds, to the property of other participants or to all third parties including, but not limited to, customers, participants and/or other persons entering the grounds with and without the permission of the festival.
- 16. Compliance: These rules and regulations are agreed to and become a part of The Magical Realm Fantasy Faire Entertainer Agreement. Failure to comply with all the rules, regulations and policies may result in ejection from the festival.

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