

www.TheMagicalRealm.com ♦ Info@TheMagicalRealm.com 2026 ♦ Saturday, June 6 and Sunday, June 7 ♦ 10 am - 6 pm Location: Eaton County Fairgrounds ♦ 1025 Cochran Ave. ♦ Charlotte, MI 48813

2026 Entertainer Application & Agreement

Please Print:				
	Enter			
	City			
Email:	Website/Social Media:		Phone ()	
1 1	on \$ We understand that this is a be donated to the faire's beneficiaries.	501c3 nonprofit event and ar	e willing to reduce our rate	to \$
We would like paperwork f	for our tax purposes showing that \$	was donated to a 501c3 non	profit organizationY	es No
Describe your show for m	arketing:			y:
-	List performers: Requests:			
If yes, please describe:	US MATERIALS on site? (Example: cleaning cases a part of your performance? Yes	Do you have	your own insurance?	Yes No
	abuse alcohol? Y/N Have you ever been arres l with abuse or neglect of a minor? Y/N Expl			
Would you be willing to be a	a stop on a guest quest? Yes No			
CAMPING— PRE-REGIS	TRATION REQUIRED: Free on-site campi	ng is available for participant	s: Fri Sat	
	Make, Model, Color & License Number o			
-	in your campsite: (QUIET He	-		
	ovide proof of vaccination!) List:	_	For their safety, pets must be closely	y monitored!)
Listing in daily Meal tickets for Free on-site rus One standard M	Compensation Requested (With the help program & schedule (please provide detailed performers: # requested tic camping (PRE-REGISTRATION REQUIRECTANT BOOTH* (REQUESTRATION and approval from the Merchant Compensation of the merchant Compensati	information, including logo if TRED! Please complete campi UIRED: I am also sending M	applicable.) ing information above.) Merchant forms: F	Please initial)
To better promote y	your act, please EMAIL this form and a Entertainment Committee: Enterta			to the
	ertify that my group has read the attached rules as my commitment to attend. I understand the a family friendly event.			
Sign	ature:	Date:		
	For The Magical Realm Fantas			.=
Date received:		,		_
	Meal tickets: (# requested	= •		
	ant Booth: Application received:		y Merchant Committee:	_
Hazardous materials	used: Y/N Type:	Weapons: Y/N Type:		_
Approved by:		(Signature & Title)		

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2026 Entertainer Information

Additional non-monetary compensation may be available as follows:

- ◆ Listing in program ◆ Meal tickets for all performers ◆ Free on-site rustic camping (PRE-REGISTRATION REQUIRED)
- ♦ 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 5, 11 am - 6 pm, participant picnic following at 7 pm.

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

The Magical Realm is a family friendly event.

- 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. Please keep language appropriate to a family friendly event.
- 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 Event Staff at check-in. Participant children must wear a wristband at all times.
- 5. **Pets**—*PRE-REGISTRATION REQUIRED*: 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, the authorities will be called and you will be reported. (*You are responsible for the actions and behaviors of any animals under your care.*)
- **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 or decorative devices encouraged.
- 7. **Set-Up**: The grounds will be open for set-up starting on **Friday, June 5, 2026, 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 Fantasy Faire 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 an hour after close each day at the earliest, and may remain closed if deemed unsafe. Please be advised that there are times vehicular traffic may not be possible. All cars must be off the festival site one hour prior to open each day of the festival (no later than 9 am). 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 and vaping: ALL participants must smoke/vape in designated areas ONLY (*Please ask at check-in for more information*). Failure to comply will result in your removal from the premises. Smoking area is near the Flaming Folly Stage.
- 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. Failure to comply will result in your removal from the premises. *Due to our liquor licensing regulations, alcohol may be consumed only in the Tavern during event hours*.
- 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 participants 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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