



2015 Exhibitor Application

STEP 1: Check The Number of Exhibitor Booths You'd Like

Memphis Gaming Expo Vendor Booth 10ft.x10ft. _____

Name _____ Company Name _____

Address _____

City _____ State _____ Zip Code _____

Phone _____ Email _____

Step 2: Booth Pricing

Memphis Gaming Expo
10ft.x10ft. \$100.00

STEP 3: List Desired Number of Booths & Calculate Cost

Total Booth Fees: \$ _____

Mail Application Forms and Payment to:
Memphis Comic and Fantasy Convention
925 Colonial rd.
Memphis TN 38117

Make Checks Payable to:
Memphis Comic and Fantasy Convention
To Pay by Credit Card or Pay Pal Contact
Joe Thordarson at 901-921-7105
Or memphiscfc@gmail.com

I, the undersigned agree to the terms of this agreement

Signed

Date



Memphis Gaming Expo 2015 Registration for Exhibitors

Note to all Exhibitors:

The Memphis Gaming Expo seek's to create a Family Friendly environment. No Explicit or Adult content will be allowed to be displayed in the Exhibitors Room.

Note to Retailers: In fairness to your fellow retailers, we ask you to list the categories of items you intend to sell. Once your list has been submitted, you will only be able to sell items from the categories on that list, unless express permission is given to you by the Memphis Gaming Expo.

Description of Items to be sold:

Booth Placement: We will make every effort to accommodate your placement requests; however priority is given to those Exhibitors who register first.

Cancellation Policy: If you cancel your booth space by June 1, 2015. There after no refunds will be given. Upon opening day of the convention, Exhibit space not fully set up by one hour before the show opens will be released.

All Exhibitors will receive load in/ load out instructions, and other information 30 days prior to the convention.

Booth Selling & Booth Sharing: No Booth selling or sharing will be permitted, unless express permission is granted by the Memphis Gaming Expo.

Memphis Gaming Expo Anti-Bootleg Policy

Be advised that the sale and display of any merchandise (including, but not limited to video tapes, DVD's, CD's, and Artist's rendering's in lithograph, computer printout, or any other item, form, or format) shall only be allowed where the merchandise has been packaged by an approved license holder for the property(s) depicted and does not violate the rights of the rights holder to the property(s) depicted, including in respect to copyright and trademark. Vendors may be asked to provide documentation establishing such packaging, authorization and authenticity, and must be prepared to produce it upon request. The Memphis Gaming Expo do not permit the sale of "bootleg" or unauthorized merchandise at our show. By attending our Show, each vendor agrees that any unauthorized merchandise or material for which the vendor is without documentation proving that the items have been packaged by an approved license holder for the property(s) depicted, may be confiscated at any time, will not be returned and will not be compensated for, nor will any refunds be made to any vendor removed from the premises for selling "bootleg" merchandise, which removal shall be at the sole discretion of the Memphis Gaming Expo. Any vendor in possession of any material where the vendor is unsure whether the merchandise may be "bootleg" should not bring any such merchandise to the Show or onto the floor.

Hold Harmless:

By signing below, I hereby acknowledge that I have read, understood and agree to be bound by both the terms and conditions set on this application. I acknowledge that failure to abide by the rules may result in the loss of my Exhibitor privileges without recourse or refund. By agreeing to exhibit at the Memphis Gaming Expo, the exhibitor agrees to protect, keep and save the Memphis Gaming Expo forever harmless from any damage, loss, theft, cost, liability, act of God, terrorism or expense that arises from their exhibiting at this show. This agreement covers full set up, run of the show, and teardown.

I the undersigned agree to the terms of this agreement

Signed _____ Date _____