



# 61<sup>st</sup> Annual Maine State Federation of Fire Fighters Convention

Hosted by: The Western Maine Firefighters Association, Inc.

## Craft Vendors Registration Form

Craft vending Captain: Rose McKenzie

207-671-3902 [rosemckenzie1@hotmail.com](mailto:rosemckenzie1@hotmail.com)

Vendor's Name: \_\_\_\_\_

Contact Name: \_\_\_\_\_

Address: \_\_\_\_\_

Town/City: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone Numbers: \_\_\_\_\_ Cell: \_\_\_\_\_

Email: \_\_\_\_\_

### Vendor Registration and Fees:

Inside 10 X 14 Booth Space \_\_\_\_\_ X \$25 \$ \_\_\_\_\_

Total enclosed \$ \_\_\_\_\_

### **Hold Harmless Clause Covering Exhibits and Exhibitors**

As a crafter registering for and desiring to attend the Maine State Federation of Firefighters Convention, please note and accept the following for you, your company, and all those representing, working, and/or attending on behalf of your company:

\_\_\_\_\_ *As a crafter registering and attending the 2025 MSFFF Convention I, my company, and all those representing, working, and/or attending on behalf of the registering company agree and accept the entire responsibility for liability for losses, damages, and claims arising out of personal injury or damage to the exhibitor's display, equipment, and other property brought upon the premises of The Fryeburg Fairgrounds and shall indemnify and hold harmless The Western Maine Firefighters Association, the Fryeburg Fairgrounds, and all affiliates and their agents, servants, and employees from any and all such losses, damages, and claims.*

Please check all that apply:

\_\_\_ I, or the company I represent, will donate a door prize for the MSFFF attendees.

Please describe door prize if known: \_\_\_\_\_

\_\_\_ I, or the company I represent would like to be linked from the MSFFF Convention Facebook and other vendor and sponsor appreciation online listings:

Website address: \_\_\_\_\_

Please send completed form along with check payable to Western Maine Firefighter Association, Inc.

1 Gibbs Avenue  
Bridgton, ME 04009