



Eureka Montana Outdoor Quilt Show

Vendor Application - Food

Thank you for your interest in participating in the Eureka Montana Quilt Show (EMQS.) Please review the information below, complete the form and return this page with your payment. We suggest you keep a copy for your records. This year's show will take place on Saturday, August 2nd, 2025.

1. Vendors will be assigned spaces as we receive completed applications. Food Vendors will be in the Historical Village. Application deadline is Wednesday July 2nd, 2025.
2. Each vendor is responsible for providing their own tent, tables, backdrop, power cords, etc. EMQS has no supplies to lend.
3. Nothing may be pounded into the ground because of underground sprinklers. We suggest you bring something to anchor your tent in case of a windy day. Sandbags, water jugs or concrete blocks are some options.
4. No vehicles are allowed on the lawn for any reason. This is a requirement from the caretakers of the Eureka Historical Village.
5. Food Vendors will be set up in the north end of the parking lot of the Historical Village. Vendors must be set up by 8:30am on show day. We ask this because we need all vehicles moved away from the blacktop area by then.
6. You may start breakdown at any time after 4pm.
7. The Vendor Fee is non-refundable.
8. If you have any questions about the show or renting space, please contact us at emqsvendor@gmail.com or call Sandi Mason at 406-260-2861.
9. We suggest you purchase insurance to cover you and your products. The quilt show will not be responsible for losses you may incur, either in inventory or monetarily.

Please send this completed application along with payment to: EMQS Vendor Registration
PO Box 1688
Eureka, MT 59917

Fee Schedule: Table: \$50 / Trailer: \$100

Business Name: _____

Type of Food: _____

Contact Person: _____

Mailing Address: _____

Phone: _____ Email: _____

Total Enclosed: _____

I have read all the information on this form and by signing I agree to abide by these terms.

Signature: _____ Date: _____