



Washington State Quilters—Spokane Chapter

www.wsqspokane.org

January 6, 2017

Washington State Quilters is proud to announce our 39th annual quilt show to be held in Spokane, Washington, October 20-22, 2017 at the Spokane County Fair and Expo Center. Set up will be on Thursday, October 19. All merchants will need to set up that day – details will be sent later.

The theme for our 2017 show is *Stitches In Bloom*. Our featured quilter will be our own Lynda Lynn.

Once again our committee is taking applications for our merchant mall. We strive to offer the best variety of quilt related booths for all who attend the event. We are planning to have 50-55 merchants. Please be aware that participants in the 2016 show have no guarantee for a booth in the 2017 show.

Single booth	\$295.00	10' X 10' with 1 table
Single-Plus booth	\$450.00	10' X 15' with 2 tables
Double booth	\$590.00	10' X 20' with 2 tables
Triple booth	\$885.00	10' X 30' with 3 tables
Quadruple booth	\$1180.00	10' X 40' with 4 tables

Included in the booth cost are pipe and drape, skirted tables, chairs, electricity and free parking. Additional tables, lighting, carpet, etc. can be ordered from LCD Expo.

If you would like to apply to be part of our merchant mall, please fill out the application and return it, with booth photos, **postmarked no later than March 1, 2017** or you may email them to **merchant.mall@wsqspokane.org** **no later than March 1, 2017**. The Merchant Mall Committee will meet to select the vendors for this year's show and you will be notified as quickly as possible if you have been accepted. We will send more details about the show at that time.

Please Note: This is only an application -- when you have been accepted, we will ask you to confirm and send the booth payment. Do not send any money with this application!

Thank you,
Carolyn Kruger
WSQ Merchant Mall Chair

MAIL APPLICATIONS TO:

Washington State Quilters
Merchant Mall Committee
P.O. Box 30483
Spokane, WA 99223-0483

or

EMAIL TO:

merchant.mall@wsqspokane.org