

Marshall Chamber of Commerce

CITY WIDE YARD SALE

June 3, 2017

APPLICATION FOR PARTICIPANTS

**Please Check One: _____ Individual _____ Group _____ Merchant

**NAME: _____

**CONTACT PERSON: _____

**TELEPHONE NUMBER: _____

**YARD SALE LOCATION: _____

**EMAIL ADDRESS: _____

PLEASE CIRCLE ALL CATEGORIES THAT APPLY:

- | | |
|--------------------------------|--------------------------------------|
| A. Antiques/Collectibles | N. Computers/Software |
| B. Appliances | O. Bakery |
| C. Automotive/Vehicles/Boats | P. Furniture |
| D. Baby Furniture | Q. Garden Tools/Lawn Mowers |
| E. Decorations/Crafts/Ceramics | R. Household Misc. |
| F. Teen-Age Clothing: Boys | S. Plants |
| G. Teen-Age Clothing: Girls | T. Magazines/Books/Records/Tapes/CDs |
| H. Clothing: Boys | U. Musical Instruments/Music |
| I. Clothing: Girls | V. Pets/Pet Supplies |
| J. Clothing: Infant/Toddlers | W. Tools/Equipment |
| K. Clothing: Ladies | X. Sports/Exercise Equipment |
| L. Clothing: Mens | Y. Linens/Curtains/Rugs |
| M. Clothing: Large and up | Z. Toys/Games/Electronics |



TIME OF SALE: FOR THE MAP PURPOSE, SALE START TIME WILL BE 7AM

****Please enclose a \$12 fee for signage and to be included on the City Wide Yard Sale Map. Checks should be made payable to The Marshall Chamber of Commerce.**

****No late applications will be accepted.** Applications are due by Wednesday, May 24th.

**Maps will be available at the Marshall Chamber of Commerce office at 214 N Lafayette Ave

**Marshall, MO 65340 and online at www.marshallmochamber.com. Return payment and application by the due date deadline of Wednesday May 24th.

Marshall Chamber of Commerce
Citywide Yard Sale
214 N Lafayette Ave
Marshall, MO 65340

Thank you for your participation. If we can answer any questions, please do not hesitate to contact us at the Marshall Chamber of Commerce (660)886-3324.

For office use only:

Date received _____ Received by _____ Participant # _____

Payment: Cash _____ Check _____

Location: _____ Map # _____

****REQUIRED INFORMATION**