

Event Information, Rules and Regulations - 2016

Please read carefully!

Participants are responsible for following ALL event and park regulations!

- ◆ All participants are welcome and encouraged to arrive on site and setup Wednesday, April 20th. On-site registration hours at the gate are:
 - Wednesday from 7 a.m. to 7:30 p.m.
 - Thursday and Friday from 7 a.m. to 8:30 a.m. and from 5 p.m. to 7:30 p.m.
 - Saturday from 7 a.m. to 8:30 a.m. Please note that there are no gate hours on Saturday evening.
 - **Participants are not to bring vehicles in and out of camp after initial setup. One time in – one time out.**
 - There will be NO registration at the HQ tent.
- ◆ **Gates will only be open during registration hours. Registration opens and closes PROMPTLY at the times listed above; no registrants will be processed once registration is closed. Vehicles must be out of camp by 9 a.m. and are not allowed in camp after 8:00 p.m. This applies to Wednesday through Sunday.**
- ◆ Campers are encouraged to stay for the entire event; however, those who must leave on Sunday morning may do so between the hours of 6:30 a.m. and 8:30 a.m. Vehicles must be out of camp by 9 a.m. **Please ask at the HQ tent or a member of the Watch staff about traffic patterns before bringing a vehicle into camp.**
- ◆ **Each individual must register in person during registration hours only. ‘Walk-up’ registrants at the gate will be accommodated as traffic flow allows. Notification of any additional registration hours will be posted in the HQ tent.**
- ◆ Participants are welcome to stay on site until Monday, April 18th. We would greatly appreciate your help with event takedown.
- ◆ Public hours are 9 a.m. to 5 p.m. Thursday through Saturday, and 9 a.m. to 3 p.m. Sunday. **Sutlers must be open for business during all public hours.** Failure to comply could jeopardize future participation at the event.
- ◆ **A space for each approved sutler is pre-assigned based on the information they provided.** Sharing your site with another business that has not successfully passed the jury process is prohibited: violators may forfeit their invitation to future Market Fairs. If you wish to share a site with another sutler, please contact the Trade Committee. If you are sharing a site, please be sure your application indicates information for all tentage to avoid infringing on another sutlers space. Sutlers may **not** set up or conduct business in the camping area.
- ◆ All attempts will be made to assign the same space to returning sutlers. If you are unable to attend the Market Fair for any reason, we cannot guarantee you the same space in subsequent years.
- ◆ Those registered as campers may put out a trade blanket. Non-personal items offered for sale or trade cannot exceed \$750.00 for the event. You will be expected to abide by the trade rules. Trade blankets may not be set up in the sutler area. A separate area will be established for blanket trading or it may be done in your camp. Your cooperation is appreciated with setting up in designated areas.
- ◆ **Street Vendor Licenses:** Campers wishing to operate as a street vendor selling wares from a period correct cart, wheelbarrow or basket must register with the Trade Committee. If you wish to be a Street Vendor and are not camping, you must pay the camper fee of \$30.00 per person. Street Vendors are not limited to \$750 worth of

merchandise and may cry their wares in the sutler area. There is a \$20 fee for a street vending license, which must be visibly displayed. Please contact the Trade Committee via Ranger Bob Study at bob.study@maryland.gov for details if you are interested.

- ◆ All participants must be in proper attire and use shelters and equipment appropriate to eastern North America between 1730 and 1790. **Unacceptable** attire includes fringed buckskin shirts and pants, 19th century waistcoats or vests, uncovered modern shoes (unless medically required), top hats, glengarries, straw “boaters” or 19th century flat crowned straw hats.
- ◆ Acceptable shelters include simple lean-tos, diamond flies, and marquee, wedge, or wall tents.
- ◆ Whelan’s, Bakers, Tipis, and single-pole pyramid or Hunter’s tents are **not acceptable**.
- ◆ Water and wood will be provided onsite. Per Maryland Park policy, you may not bring firewood from anywhere offsite. Ice will be available for purchase at Captain Wort’s store.
- ◆ Vehicles may not be used for moving firewood.
- ◆ The range will be available for live firing to registered participants **only**. Range hours are 10:00 am - 12:00 pm and 1:00 pm to 3:00 pm both Friday and Saturday. Only black powder firearms appropriate to the time period of the Market Fair may be used (no percussion firearms).
- ◆ No modern firearms of any type will be allowed at the Fair.
- ◆ There will be first aid staff on site located just outside the fort gate and indicated by the Fort flag with a purple heart. If you are qualified medical personnel and are interested in assisting the head of the ‘medical corps’ please so indicate on the back of your pre-registration form and advise your qualifications. Email info@friendsoffortfrederick.info to add your name to the first aid volunteer list. (If you do not have email, please leave a message with Bob Yetter at 301-559-0401.)
- ◆ There will be a Lost and Found and daily Schedule of Activities located at the HQ tent. There will also be bulletin boards provided onsite for participants to leave messages for others.
- ◆ **With the exception of service dogs (ADA Title III), participants may not bring animals to the Market Fair. Cavalry units should check with park staff.**
- ◆ **Per park and event regulations, quiet hours are from 10 pm to 7 am. Please be courteous to your fellow participants and observe these.**
- ◆ **The safety guidelines found in the Maryland Park Service Standards for Historic Weapons Use will be in effect for the duration of the event. A copy of the standards is available at www.dnr.state.md.us/publiclands/pdfs/hw_standardsjuly2011.pdf**

**Participants will abide by all Maryland State Park and the Event Regulation and Principal Trade Rules.
Failure to adhere to these and/or disorderly/disruptive or unprofessional conduct may jeopardize future participation at Market Fair.**

Principal Trade Rules – 2016

Please read carefully as some information has changed.

The Trade Rules apply to all sutlers, street vendors
and blanket traders.

All items to be displayed, sold or traded in any way must be originals or reproductions of articles used in eastern North America during the period 1730 to 1790.

You will be asked to remove any items not meeting these criteria.

Decisions of the Trade Committee who jury the event are final.

If questions arise concerning the suitability of an item, the burden of proof is on the sutler.

You must be able to provide documentation for your merchandise if the jury requests it.

Please ensure you have documentation with you.

- ◆ It is the vendor's responsibility to be in compliance with Maryland state tax laws. Vendor's must have a permanent or temporary tax and use license and should have a copy handy if needed. A 30-day temporary tax and use license can be obtained if necessary. Check with the Maryland Comptrollers website at <http://www.marylandtaxes.com/> and for more specific information at [http://taxes.marylandtaxes.com/Tax Compliance and Enforcement/Tax Compliance Information/](http://taxes.marylandtaxes.com/Tax_Compliance_and_Enforcement/Tax_Compliance_Information/)
- ◆ No deliveries will be accepted at the Visitors Center. Please plan accordingly.
- ◆ No modern packaging should be visible in your display. Do not use self-adhesive price tags or stickers.
- ◆ Our Trade Committee will continually inspect your appearance in camp, accouterments, etc.
- ◆ The sale, trade, or barter of alcohol and/or black powder is prohibited.
- ◆ Flintlock firearms **only** may be sold or traded.
- ◆ Sales of the following items will not be allowed:
 - Anything that is blaze, hunter or fluorescent orange
 - Items that have visible plastic parts (such as plastic parasol handles)
 - Non-period jewelry (such as turquoise set in silver; dragons, wizards, etc.)
 - Glass marbles
 - Slat back chairs

Principal Trade Rules – 2016 - Continued

- Stickers, miniature flags, post 1790 military badges, Souvenir items
 - Speckle ware
 - Medieval and/or 19th century Celtic items.
 - Prehistoric stone tools or projectile points.
 - Illegal animal parts/products - You are responsible for knowing the rules in MD. Contact the Maryland Department of Natural Resources - dnr2.maryland.gov/Pages/default.aspx - for information.
 - Non-packaged/unwrapped food items may only be dispensed by the sutler. Foodstuffs offered by sutlers should be period correct.
- ◆ Modern gun tools and molds may be sold, but must not be on open display.
 - ◆ CD's, tapes, and Clothing Patterns in modern wrappers must be kept out of plain view.
 - ◆ Banjos, modern guitars, and mountain dulcimers may not be sold. Post-1790 instruments should be kept out of sight during public hours.