



30th ANNUAL RAMAH NAVAJO FAIR AND RODEO, Pine Hill, NM 87357

August 22, 2025, to August 24, 2025

VENDOR / EXHIBITOR BOOTH APPLICATION

Exhibit No.

Name(s)	Phone (with area code)	Email
Name of Organization/Vendor		

To reserve a booth, a completed vendor application form with payment must be submitted to the RNSB Business Office. Booths are limited and will be reserved on a first pay, first come basis. Payments will be made by money order, cash, and credit card at RNSB Business Office...no Personal Checks. Food vendors must show their Food Handler's permit at the time of payment and displayed during hours of operation. **Vendor assistants limited to (2) must pay admission per person after 3 people. NO REFUNDS WILL BE GIVEN.**

The Environmental Health Inspector will be on site.

NO MICROWAVES ALLOWED.

PAID VENDORS MAY BEGIN SET UP AT 8:00 AM ON AUGUST 22, 2025			
Check One Box Per Booth/Activity	Per Day	Entire Fair (3 Days)	Amount
FOOD BOOTH - Valid Food Handler No:	\$60.00	\$150.00	\$
COMMERCIAL PROMOTIONAL BOOTH	\$60.00	\$200.00	\$
ANIMAL RIDES OR GAMES	\$50.00	\$125.00	\$
ARTS & CRAFTS	\$20.00	\$ 50.00	\$
SERVICES/RETAIL BOOTH	\$75.00	\$200.00	\$
INFORMATION/EXHIBIT BOOTH (NO SALES)	\$ 0.00	\$ 0.00	\$
POLITICAL CAMPAIGN BOOTHS	\$100.00	\$275.00	\$
IF YOU SELL FOOD OR DRINKS BUT DID NOT REGISTER AS A FOOD BOOTH, YOU WILL BE CHARGED A \$80 FEE PER DAY AND A FOOD HANDLER'S PERMIT MUST BE IMMEDIATELY PRODUCED AND DISPLAYED.			
Booth/Activity with Electricity (Limited) First come First Serve \$50 per day			\$
			TOTAL \$

DATES (Check All That Applies)

22-Aug-25 ☐ 23-Aug-25 ☐ 24-Aug-25 ☐

Make Money Order Payable To:

Ramah Navajo Fair & Rodeo
PO Box 10
Pine Hill, NM 87357

(505) 775-4150
FAX (505) 775-3240

For More Information Contact:

Monica L Yazzie
myazzie@rnsb.k12.nm.us

THE RAMAH NAVAJO FAIR & RODEO, THE RAMAH NAVAJO SCHOOL BOARD, INC. WILL NOT BE LIABLE FOR ACCIDENTS, INJURIES, DAMAGES OR LOSS OF PROPERTY

Paid Vendors Use South Gate, Show Receipt

RNFR Vendor Booth Application rev. 6/11/25