

Artist Info

Set-Up Times: Fri., Sept. 16, noon to 8 p.m.

Sat., Sept. 17, 7:30 a.m. to 9 a.m.

Show Times: Sat., Sept. 17, 10 a.m. to 5 p.m.

Sun., Sept. 18, 10 a.m. to 4 p.m.

MEDIA

Multimedia. All works must be HAND-CRAFTED BY THE EXHIBITOR and must be of original design. No kits, or pre-purchased items.

BOOTH FEE and APPLICATION

Single booth fee is \$175 and the double booth fee is \$325. Payment is due with your application. Checks payable to Clarkston Historical Society. Checks will be cashed no earlier than June 4, 2022. A \$25 fee will be applied to checks returned by the bank. If you are not accepted into the show, your check will be enclosed with your rejection letter.

ENTRY

Application due date is July 15, 2022. This is a juried show. Your application MUST include at least 4 photos or photocopies of your art, your art in progress, and your workspace. You must also include a completed application, check for your booth space and a SELF-ADDRESSED STAMPED ENVELOPE so we can mail your acceptance/rejection letter to you. We do not return photos. Notification of your acceptance/rejection will be as soon as possible.

BOOTH SPACES

Booth location will be assigned at time of acceptance. Use the map to request a specific space but understand that changes to the layout are very possible. We will do our best to accommodate you. We want the show to look fresh to buyers therefore we may not give you the exact space you had in the past.

JUDGING

All entries will be reviewed by a jury. It is to your advantage to submit clear photos and to include all the requested paperwork. We reserve the right to reject any entry and to limit the number of entries in any category. Any person who misrepresents his/her work will be excluded from the show.

LOCATION: Depot Park, 375 Depot Road, Clarkston, Michigan, 48346

2021 Was a fantastic year! Visitors were very excited about the new area of Vintage Pop-Up Shoppes and the new Food Truck Court. This helps to bring fresh buyers to the show and that benefits EVERYONE!