

# Con of the North 2025

## Vendor Timeline and Room Hours

Important dates for potential Vendors to keep in mind as they fill out the application:

05/17/2024 (Friday) - Vendor application open  
08/31/2024 (Saturday) - Vendor application submission deadline  
09/10/2024 (Tuesday) - Vendor selection at monthly Magnetron meeting  
09/13/2024 (Friday) - Emails start going out to Vendors for accept/deny & vendor game submissions open  
10/27/2024 (Sunday) - Vendor event submission deadline  
10/31/2024 (Thursday) - Vendor payment deadline  
01/11/2025 (Saturday) - Deadline for vendor names for badges  
02/13/2025 (Thursday) - Early vendor check in/load in (time TBD)  
02/14/2025 (Friday) - Vendor check in deadline 10am, vendor set-up deadline 10:30am  
02/14/2025 - 02/16/2025 (Friday - Sunday) - Con of the North 2025  
02/16/2025 (Sunday) 4pm - Vendor room break down/load out

Hours:

11am-6pm Friday  
9am-6pm Saturday  
9am-4pm Sunday

Please take note of these hours, you are expected to be open and available during these hours.

## Vendor Badges

Do you know if you will need additional badges? **Each table within a booth location comes with 2 Vendor badges**, which allow you to run and play in scheduled games. Additional Vendor badges are \$40 each or a Vendor Aide badge is \$2. Vendor Aide badges are allowed to run scheduled events, but not play in scheduled events.

<u>Booth options</u>	<u>Included Vendor Badges</u>
Outer Track -1 table	2
Outer Track -2 tables	4
Corner Booth	4
Inner Track -1 table	2
Hallway -1 table	2

# Booth Options

Each (non-demo) table purchase comes with 2 vendor badges for the weekend. Vendor badges allow running and playing in ticketed events during Con of the North 2025. Additional vendor badges are \$40 each. Vendor Aide badges are \$2; these badges are allowed to run ticketed events, but not play in ticketed events. Vendor Aide badges allow booth helpers to get in/out of the Vendor Hall outside of posted hours and identifies them a crew member of a Vendor.

See the map below for details on how the room is laid out.

**Outer Track Booth:** (13 tables total): A 10' by 10' space including wall space behind the area for displays along the outer walls of the vendor hall. Vendors may apply for up to **TWO** of these spaces. Some of these have power available.

**Corner Booth:** (3 booths total): 10' by 20' space with a little extra room into the corner. This booth contains 2 tables. These are tables 2-3, 8-9, and 18-19. Please see the map below. Vendors may apply for **ONE** of these spaces. All of these have power available.

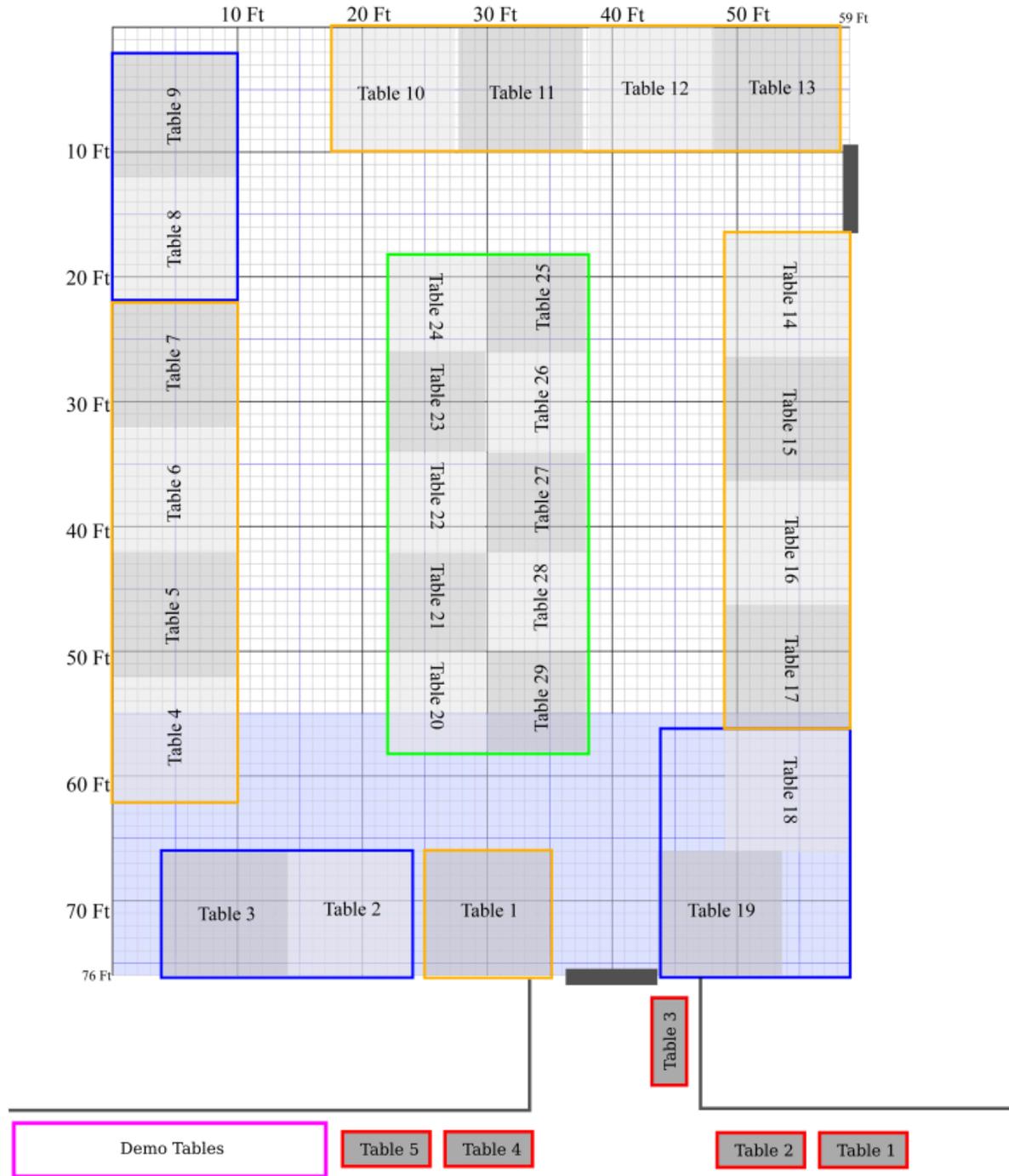
**Inner Track Booth:** (10 tables total): A 8' x 8' space. Free-standing displays may be used behind the table. Ideal for vendors with smaller displays that can fit on a table. Vendors may apply for **ONE** of these spaces. A few of these have power available if the vendor brings an extension cord.

**Hallway:** (5 tables total): A 6' x 30" table in the hallway. Ideal for vendors with very small displays that can fit on a table and be put up and taken down every day. **This space will NOT be locked up overnight. You will need to cover your products or move them to a secured location when the vendor room is closed.** They may be moved inside the vendor hall. Vendors may apply for **ONE** of these spaces. No power is available.

**Demo Table:** 6' x 30" table for vendors to run games for attendees, either established games or beta test. They are limited in number and on a first come/first serve basis. They are located right outside the Vendor Hall. No sales nor storage will be allowed on these tables. Please staff accordingly to cover games at these tables along with the required staffing of Vendor booths.

<u>Booth options</u>	<u>2025 TOTAL Vendor Fees</u>
Outer Track -1 table	\$250
Outer Track -2 tables	\$575
Corner Booth	\$650
Inner Track -1 table	\$160
Hallway -1 table	\$160
Demo Table	\$200

# Regency



## Hallway

- Low Ceiling
- Outer Track Booths
- Hallway Tables
- Corner Booths
- Inner Track Booths