

Booth Information

MBCD Exhibit Booth Policy

1. The booth exhibit shall be approved and supervised at the discretion of the Board of Directors. The Board of Directors reserves the right to waive the fee upon request.
2. Any exhibit must respect the Southern Baptist beliefs and concur with the Baptist Faith and Message as adopted by the SBC in 2000. Any exhibit found to cause issues with Southern Baptist beliefs will be asked to leave the premise at once.
3. Booth fees are:
 - a. Class 1 (for profit) \$25
 - b. Class 2 (for non-profit) \$15
 - c. Class 3 (for missions/ministries/churches) \$10
4. Class 4 (for MBCD and its auxiliaries, DYC and MOASBID) \$0
5. A booth consists of one table and 2 chairs.
 - a. Additional tables will be available at an extra charge.
 - b. If the host charges for tables, this cost will be in addition to MBCD charges.
 - c. The booth fees may change depending on where the MBCD has its annual conference.
 - d. A late fee of \$50 will be added if someone wants a booth after the deadline, but before the MBCD conference, if there is availability. There will be no accommodations for requests for booths once MBCD weekend conference begins. **(This fee is waived for the 2019 MBCD Annual Conference.)**
 - e. Auxiliaries and Committees: (DYC and MOASBID) of MBCD may reserve and use booths free of charge. They can receive donations and/or sell items to raise funds (for missionary purposes), but not for profit.
 - f. Those using the booths must follow the MBCD program schedule. Booths must be closed 30 minutes before worship services and remain closed until the conclusion of the services.
 - g. MBCD shall not be held accountable for accidents or injuries that may occur at the booths. MBCD will not be accountable for lost or stolen items at the booths.
 - h. Exhibitors will be responsible for their own electrical cords, equipment, and non-MBCD fees.
 - i. Failure to comply with all the above will result in booth closure.

One table and two chairs will be provided for each booth reserved.