

**Event Date:** 

Deadline: Friday, October 24, 2025

## City Of Las Vegas, NM Boo Fest Application

## **Rules/Information**

- Registration is free for this event, however all registrations are due by 5:00pm on Friday, October 24, 2025. NO EXCEPTIONS. Limited vehicle spots available. Table booths allowed.
- All entries are required to exhibit proper decorum and respectful, family-oriented behavior.
- Participants in vehicles must have headlights and the engine must be turned off.
- All participants must provide their **OWN** candy and promotional items for distribution.
- All food, snacks, and candy must be pre-packaged.
- Sales of any kind are not permitted at this event.
- Vehicles must arrive **NO LATER** than 2:00pm and be decorated and ready to go by 3:00pm.
- Please note all roadways will be **OPEN** for this event. Please maintain awareness of your surroundings at all times. Law enforcement will be present.
- Applicants will hereby release the City of Las Vegas and any event staff from all loss, liability, or claims.
- Any form of political solicitation is not permitted.
- Most important of all...HAVE FUN and BE SAFE.

The City of Las Vegas reserves the right to reject any entry at any time. All decisions are final.

## Note: All vehicles participating must provide a proof of insurance and ID along with this application.

Full Name:			
Organization(if applicable):			
Phone #:	Email:		
e e	Please attach a roster of a es and their Make/Model.		
and agree to defend, ind employees from and aga arising from or in any ma includes, but is not limite during the duration of th	hereby certify the for emnify and hold harmless to inst any and all toss, claims anner connected to this evered to, any loss, damage, the event. I/we understand the city retains the rigorposes.	the City of Las Vegas, office , damages, liability, such cla nt. I also understand that t oft, injury, or misuse of prop hat participation in the Boo	rs, agents, and aim or suit his release perty occurring Fest event is at
Signature		 Date	