



EYE-SPY AN ALIEN GAME

The game that brings to people YOUR BUSINESS !!

PLEASE KEEP THIS PAGE

**~IMPORTANT~ TO TAKE PART IN THIS GAME YOUR BUSINESS MUST:
BE WITHIN EASY WALKING DISTANCE OF FAIR EVENT, & BE OPEN DURING FAIR HOURS**

May 19th, 2018 10am – 4pm RAIN DATE IS FOLLOWING DAY

Cost per business to participate: \$12.00 (This off-sets the cost of prizes)

It's easy!:

Submit a registration form (next page) as early as possible to ensure a spot on the game card.
A few days before the fair date, your **ALIEN**, Stamp & Sample Game-Card will be delivered.

Prior to Fair Day.: Hide your **ALIEN** in your business.

Hint: Try to hide it so people can have to look around to see what you offer, but NOT impossible to find.

Fair Day After 10am folks should start to arrive with a 'Game Card', hunting for your 'Alien'.

When they find it, just **stamp** the game card on top of your business name.

(Your business name will appear in the same spot on every card.)

FAQ's

- **CARDS presented to you must be original, **ON YELLOW PAPER**, NO REPRODUCTIONS!
(Or unfortunately, we'll run out of prizes)**
- **Spaces on cards may be stamped by businesses in any order**
- **Only one stamp mark - per business**



Eye-Spy an Alien Game

Registration Form

Limited to first 40 Business-Registrants

Due by May 9, 2018 No Exceptions

Name of Business-Participant _____

Email Address _____

Physical Address _____

Contact Name (please print) _____

Phone Number _____

Please Certify: *This business is*

1. WITHIN EASY WALKING DISTANCE OF MAIN STREET FAIR EVENT AREA IN PINE BUSH
2. WILL BE OPEN DURING ALL FAIR HOURS 10am-4pm
3. I HAVE READ AND UNDERSTAND THE 'RULES FOR PLAYERS' ON PREVIOUS PAGE

Please Print Name & Title

Signature

Date

Kindly submit this completed form and \$12 check payable to 'Town of Crawford' by May 9, 2018

Town of Crawford
UFO Fair/ EYE SPY
121 State Rt. 302,
Pine Bush, N.Y. 12566

*Your Alien, Stamp & 'Sample Game-Card' will be provided & delivered
to your business a few days prior to fair date*