

Dealer's Hall Info Packet



If you are interested in participating in the Dealer's Hall, please be sure to read the entire Dealer's Hall Info Packet for all of the details regarding our rules and guidelines. Should you have any questions whatsoever, please email Dealer's Hall staff at dealers@animeconji.org

A MESSAGE FROM THE DEALER'S HALL HEAD

Hello dealers Thank you for your interest in the Dealer's Hall for Anime Conji 2012! Please make sure to read this packet completely before registering for 2012, as a lot of our policies have changed. Please email me at dealers@animeconji.org if you have any questions. Thank you very much and I hope to see you soon!

Barrie Young
Dealer's Hall Department Head

HOW TO GET UPDATES REGARDING DEALER'S HALL

The best tool that we use for our convention for Dealer's Hall updates is our Dealer's Hall Mailing List. This is the most convenient way for us to get information to you, without you having to constantly check back on our website for new info and updates.

The mailing list is not just for dealers who are already registered. It is mainly for anyone interested in getting the info before Dealer's Hall registration even opens! We always send out emails when we update our rules/guidelines, when we announce registration dates for Dealer's Hall, when we have to

contact everyone about certain convention specials, etc. So signing up for the mailing list is the best way to get the most up-to date information about the Dealer's Hall.

To sign up for the mailing list, simply email us at dealers@animeconji.org and let us know that you would like to be added to the Dealer's Hall mailing list. Please include your name, business name, and email when you contact us, so that we can put your information in our system. We will email you confirmation after we add you to the mailing list.

In addition to the mailing list, please check our website as often as you would like at www.animeconji.org. This is the MAIN SOURCE of our information for the Dealer's Hall. You may see posts about the Dealer's Hall on Facebook and Twitter, but the website is where you want to get the official information from. If you do need information that you can not find on the website or in your emails from us, please feel free to email us with any comments, questions, or suggestions before the convention. We will usually get back to you within no more than a couple of days!



HOW TO REGISTER FOR A DEALER'S SPACE

Registration this year should be fairly easy compared to the previous years, since we finally have an online registration system this year! Please follow the instructions below to register for your Dealer's Hall space:

1) REGISTER ONLINE

Dealer's Hall registration will open on October 1st, 2011 at 7:00PM Pacific Standard Time. At this time, you can go to our website fill out the online registration form (animeconji.org > exhibits > dealer's hall > dealer's hall online registration). Fill it completely, and hit the submit button. Please note that you must be 18 years of age or older AT THE TIME OF THE CONVENTION in order to sell in the Dealer's Hall. You must also upload a copy of your CA Seller's Permit when you register online.

2) PAY FOR YOUR SPACE & BADGES

If there are spaces still available in the Dealer's Hall, we will email you a Paypal invoice, which will include your space number that we have chosen for you. You MUST pay for your space within 3 days of the invoice being sent to you.

For convention badges this year, all dealers participating in the Dealer's hall get 1-2 badges for free included in their space, and only pay \$30.00 for any additional full weekend exhibitor badges. You may not have more than 3 exhibitors per 8 x 8 ft booth (meaning no more than 6 exhibitors for an 8 x 16 ft space). You will have your free badges as well as any additional badges added to your invoice at the time of Dealer's Hall registration, and the total must be paid all at once to be registered for the Dealer's Hall.

3) GET EMAIL CONFIRMATION:

Once we receive payment for your table space, we will send you an email confirmation stating that you are 100% registered in the Dealer's Hall. At this time, you are in for 2012!

After all of the 3 steps above are completed, you can consider yourself fully registered and ready for Dealer's Hall Check In at the convention!

Please go to Page 3 of this Dealer's Hall Info Packet to read about Dealer's Hall Check In at the convention as well as the view the Dealer's Hall hours.

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EXHIBIT HALL LAYOUT (Located in the Pacific Ballroom) & PRICING

EXHIBIT HALL MAP

(Golden Ballroom)

Exhibit Hall Check In

Space # & Price



Space #	Price
D-1	\$300.00
D-2	\$200.00
D-3	\$150.00
D-4	\$250.00
D-5	\$200.00
D-6	\$300.00
D-7	\$100.00
D-8	\$100.00
D-9	\$100.00
D-10	\$150.00
D-11	\$150.00
D-12	\$100.00
D-13	\$100.00
D-14	\$250.00
D-15	\$100.00
D-16	\$150.00
D-17	\$150.00
D-18	\$100.00
D-19	\$250.00
D-20	\$300.00
D-21	\$100.00
D-22	\$100.00
D-23	\$150.00
D-24	\$150.00
D-25	\$100.00
D-26	\$100.00
D-27	\$300.00
D-28	\$200.00
D-29	\$150.00
D-30	\$150.00
D-31	\$200.00

****DEALER'S SPACES ARE THE SPACES IN BLUE ABOVE!**

-All spaces are either single spaces (8 x 8 feet) or double spaces (8 x 16 feet)

-Single spaces include 1 free Exhibitor Badge. Double spaces include 2 free Exhibitor badges. If you need additional badges, please request them when you register for your dealer's space online and we will add them to your invoice (additional Exhibitor badges cost \$30 each).

***Please note that all invoices for Dealer's Hall spaces must be paid using Paypal online. No other forms of payment will be accepted.**

DEALER'S HALL HOURS

SETUP HOURS:

THURSDAY: 5pm-12am

FRIDAY: 8am-12pm

SATURDAY: 10am-11am

SUNDAY: 10am-11am

PUBLIC HOURS:

FRIDAY: 12pm-7pm

SATURDAY: 11am-7pm

SUNDAY: 11am-4pm

BREAKDOWN HOURS:

FRIDAY: 7pm-8pm

SATURDAY: 7pm-8pm

SUNDAY: 4pm-7pm

DEALER'S HALL ADDITIONAL PRICING

\$100.00-300.00 - Dealer's spaces

\$10.00—Table w/ linens (1.5 ft x 8 ft)

\$10.00—Table w/ linens (2.5 ft x 6 ft)

\$5.00—Chairs

\$15.00—Power outlet

Have all of your paperwork
ready and in hand for
dealer's hall check-in!



HOW TO CHECK IN FOR DEALER'S HALL

WHAT TO BRING:

- Printed Email Confirmation of purchase of space/amenities
 - Copy of CA Seller's Permit (to keep at your space)

WHERE TO GO:

Come to the **BACK** of the Pacific Ballroom on Thursday evening at 5pm or Friday morning at 8am to the **EXHIBITOR CHECKIN** location on the map to check in for the Dealer's Hall. Bring all of your paperwork and have it **in hand** when you check in. If you have everything prepped and ready and in hand then the check in process will go more smoothly and quickly for everyone!

***DO NOT BRING YOUR MERCHANDISE/DISPLAYS WHEN YOU CHECKIN!** Please check in first, and then go and get your stuff to move inside! This will help checkin go by faster for everyone!

This year we have an unloading zone for you! Behind the Golden Pacific Ballroom there are several spaces for you to back in your trucks and use the unloading zone. There is one ramp and not much space at the top to actually bring your trucks up all the way up to the loading door, so bring dollies so you can roll your stuff in through the Loading Door area!

WHAT YOU GET:

We will ask you for your copy of your CA Seller's Permit first to verify who you are. After this, we will give you your copy of your seller's permit to keep at your space, have you sign in, and give you your badges as well as a copy of the most up-to-date Dealer's Hall Packet.

DEALER'S HALL RULES/GUIDELINES

QUALIFICATIONS

1. Exhibitors in the Dealer's Hall must be over 18 years of age to participate in sales.
2. All exhibitors must be pre-approved to participate in the Dealer's Hall. We will look at your website/store to confirm that you are an official business and to see if your product/merchandise would be a good fit to sell at our convention.
3. Your product that you intend to sell must have something to do with the theme of our convention. This is an anime convention, so we assume that most of our exhibitors will be selling anime related products as well as other Japanese cultural products. We will accept anime/Japanese inspired clothing as well. We have also permitted other exhibitors to sell at our convention before. If you have any questions regarding permission to sell certain products at our convention, please email our staff at dealers@animeconji.org.
4. All exhibitor's selling product in the Dealer's Hall MUST have a valid CA Seller's Permit. You will be asked to upload a copy of your CA Seller's permit when you register for your space online. You will not be able to register for a space unless you already have your permit. CA Seller's Permit must clearly display the business name on the Seller's Permit.



Not sure about something?
Just shoot us an email at
dealers@animeconji.org

REGISTRATION

5. All Dealer's Hall registration is online! Fill out the online registration form entirely, and click SUBMIT to apply for a space.
6. This year when you register online, you will be asked to upload a copy of your CA Seller's permit. Please upload either a PDF, a GIF, or a JPG copy of your CA Seller's Permit when you register! You can not register for a Dealer's Hall space if you do not have a CA Seller's Permit.
7. All exhibitor spaces must be paid via Paypal only. You will be asked for your Paypal address at the time of Dealer's Hall registration and you will be invoiced via Paypal if we have a space for you. You must pay your Paypal invoice within 3 days of when it was sent, or we may release your space to someone else.
8. When you apply for a Dealer's Space, you will have the option to choose your preferred location in the Dealer's Hall. Placement of your booth and/or table is at Anime Conji's sole and absolute discretion.
9. This year we will have a rental option for Dealer's Hall amenities. If you need us to provide supplies/amenities for you we will charge you separately from your space fee. You must request these amenities at the time that you register, so we can add them to your Paypal invoice. Fees are as follows:
 - \$10.00 Per Table w/ linens(1.5 ft x 8 ft)**
 - \$10.00 Per Table w/ linens (2.5 x 6 ft)**
 - Chairs (\$5.00)**
 - Electricity (\$15.00)**

NOTE: You are allowed to bring your own tables and chairs for use in your exhibit space. You do not have to rent them from us. No requests for electricity will be accepted after you register for your Dealer's Hall space.
10. Dealer's will receive a certain amount of badges depending on the type of space they purchase. If you purchased a single space (8 x 8 ft) then you will receive one comped exhibitor badge. If you purchased a double space (8 x 16 ft) then you will receive two comped badges. Any additional badges that you need can be purchased at the exhibitor rate (\$30.00 per additional badge). You can only request additional badges when you apply for a dealer's space, and they will be added to your invoice.
11. You may have no more than three exhibitors in a single space and no more than 6 exhibitors in a double space.
12. All exhibitors will receive their yellow exhibitor badges when they check in for Dealer's Hall at the convention. These badges will also have ribbons on the bottom of the badge that say "DEALER" on them, to show Anime Conji staff what type of exhibitor you are. All badges will only have your Business's name on them, so that if you have different employees working each day at the convention you can switch the badges easily.
13. Filling out an application for a Dealer's Hall space will not guarantee you a place in the Dealer's Hall.
14. By applying and registering for a Dealer's Hall space for Anime Conji, dealers agree to be bound by and comply with the Rules/Guidelines. They also acknowledge that failure to abide by these rules may result in the loss of their Exhibitor space/badges without recourse or refund.

DEALER'S HALL RULES/GUIDELINES, continued...

EXHIBIT SPACE

15. Your table sign with your name and space number must be visible at all times. These will measure 5.5 x 17 inches and will be placed at your booth space AFTER you set up your booth. All exhibitors have different types of setups, so we will go around and place them after your displays are set up. Please do not cover it with your table covering or move it anywhere from where we put it. This is for both staff and attendees to use to find you at the convention.
16. Securing art, banners, or displays directly to the convention table skirts, chairs, walls, or tables is prohibited. If you want to hang or attach something and you are not sure if you are allowed, please find an Exhibit Hall staffer for approval.
17. DO NOT stand on tables or chairs to set up your displays. Please bring your own personal step stool/ladder if you will need a boost. No ladders taller than 4 feet will be permitted to use in the exhibit hall for safety reasons.
18. You may not place any product, tables, displays, or anything else outside of your assigned space. We will have your spaces marked out for you, so please stay within your exhibit space. Distribution of samples and printed matter of any kind and any promotional material is restricted to the exhibit booth/space. All exhibits shall display products or services in a tasteful manner as determined in Anime Conji's sole discretion. The aisles, passageways and overhead spaces remain strictly under control of Anime Conji and no signs, decorations, banners, advertising material or special exhibits will be permitted in any of these spaces except by written permission of Anime Conji. Uniformed attendants, models and other employees must remain within the booths occupied by their employers. Any and all advertising distribution must be made by Exhibitor only from within his or her booth. Equipment must be arranged in a manner in which visitors are not standing in the aisle while examining equipment or watching demonstrations. Strolling entertainment or moving advertisements outside of an Exhibitor's exhibit space is strictly prohibited.
19. You may use handheld power tools if you need them to set up your exhibit space. No power tool use whatsoever will be permitted after setup on THURSDAY NIGHT! If you need to use power tools to set up, please show up in time on Thursday night to get this done. If you are setting up on Friday, you will not be permitted to use power tools.
20. Exhibit space shall be assigned by Anime Conji in its sole discretion for the Event and for the Event Dates only. Any such assignment does not imply that similar space will be assigned for future events held by Anime Conji. Anime Conji reserves the right to change the floor plan or to move an Exhibitor to another booth location prior to or during the Event if Anime Conji in its sole discretion determines that it is in the best interest of the Event to do so.
21. You may not switch your exhibit space with another exhibitor. There will be no exceptions to this rule.
22. Hours and dates for installing, occupying and dismantling exhibits shall be those expressly specified by Anime Conji. If Exhibitor fails to install its display in its assigned space by one hour before show opens or leaves its space unattended during the Exhibit hours, Anime Conji shall have the right to take possession of the space and no refund will be due to Exhibitor. All exhibits must be open for business during the Event hours each day of the Event. Exhibitor may not dismantle their display until the Event is officially closed by Anime Conji on the last day of the Event.
23. Exhibitor shall promptly pay for any and all damages to the Exhibit Facility or associated facilities, booth equipment or the property of others caused by Exhibitor.
24. Anime Conji will NOT have staff onsite to assist you in moving your product, park your vehicles, set up your space, or to watch/man your Exhibit space. Exhibitors are responsible for their own parking, moving their product, setting up their displays in time, manning their space, and having their own adequate staff for breaks and cleanup. Anime Conji Exhibit Hall staff will be available if you have a suggestion/complaint or need to report an Exhibitor of breaking Rules and Regulations.
25. Always have your own staff available at your table. Anime Conji and Sansfis are not responsible for lost or stolen goods.
26. We will have security available in the Exhibit Hall at all times in case you should need them. We will also have an Exhibit Hall staff station at the corner table near the entrance of the Exhibit Hall. If you have any problems, please contact Exhibit Hall staff directly first. If we need to bring a matter to security we will do so. If it is an emergency however, please inform either Exhibit Hall staff or our Security staff immediately. We will also have a few staff security members roving as secret shoppers in the Dealer's Hall every day all day long. They will be in casual dress or cosplay, and will be keeping an eye out for potential theft in the exhibit hall.

DEALER'S HALL RULES/GUIDELINES, continued...

EXHIBIT SPACE, continued...

27. The use of devices for mechanical reproduction of sound or music is permitted, but must be controlled and Exhibitor must obtain written permission and approval from Anime Conji Exhibit Hall staff before the convention to do so. Sound of any kind must not be projected outside of the exhibit booth. Exhibitors are specifically prohibited from employing any carnival-type attraction, animal or human, or from operating such noise-creating devices as bells, horns, megaphones, vuvuzelas, or other similar instruments/equipment. Anime Conji reserves the right to determine sound interference with others and Exhibitors shall comply with any request by Anime Conji Exhibit Hall staff to discontinue any such sound or music.
28. You may NOT bring display spotlights into the convention. The room is well lit, and you will not need them. These spotlights provide fire hazards as well as generate heat in the exhibit hall. If you must use personal lighting for your exhibit display, you may request permission from Exhibit Hall staff by emailing dealers@animeconji.org and obtaining written permission to bring them to the convention.
29. Displays may not be taller than 12 feet. This includes wire racks, overhead hangings, large wall scroll racks, etc. Our exhibit hall is still not too large, please do not bring large displays. If you only have a display that is taller than this, please contact us before you register to see if we can accommodate your display at the convention.
30. Be polite to other exhibitors. If you have any problems with another exhibitor or an attendee, report it to Anime Conji Exhibit Hall staff at the staff table (corner table near the main entrance of the hall). We will take care of it for you. You may also not move, use, or do anything with your neighbors products or displays. If you do you may be asked to leave your exhibit space without refund. Please be polite to your neighbors, and if you have any problems let our staff handle it!
31. Federal, State and city laws must be strictly observed. Exhibitor shall be responsible for compliance with all applicable laws. Additional information regarding fire and safety regulations will be found in the Exhibitor Service Manuals.

SELLING / EXHIBITING

32. If you have adult material for sale, you must let us know when you register for your Dealer's Hall Space online. All adult material (dvds, games, manga, etc.) depicting nudity or obscenity of any kind MUST be covered by red stickers that cannot be easily peeled off. All adult manga/books must be shrink wrapped and sealed. If you sell ANY adult material at your booth then you must have a sign near it stating that "YOU MUST BE 18 OR OVER TO VIEW THIS ____" or something along those lines. Anyone viewing your adult merchandise must be carded and you must check that they have a government issued I.D. that clearly shows the person's photo and age. All exhibitors will receive one verbal warning if they are found showing their adult works in a fashion that the general public can see it. If it happens a second time then you will be asked to remove your adult products entirely. Anime Conji Exhibit Hall staff will check your product throughout the convention to assure that your product is properly covered with a red sticker or placed under the table if necessary. If you have any questions regarding if a certain item needs to be covered with a red sticker or not, or if it needs to be concealed under your artist table, contact an Anime Conji Exhibit Hall staff member. Exhibitors are expected to bring their own red stickers/labels to put on their own adult materials.
33. Certain weapons may be sold in the Dealer's Hall. You may sell swords, BB/Pellet guns, and other weapons so long as they are legal in the state of CA. Any projectile weapons that you sell must have the ammo removed, and you will not be permitted to sell ammo at the convention. Any and all weapons sold at Anime Conji must be packed in a box and attendees are to take them immediately to their hotel rooms or vehicle to stow away for the remainder of the convention. If the weapon is "con-friendly" according to Anime Conji's Weapon Policy, the Exhibitor STILL has to box the item up and instruct the Buyer to place the item in their hotel room or vehicle. The attendees may take them out on their own time, and have them approved by Anime Conji Peace Bonding staff.
34. No selling of copyrighted products without obtaining proper licenses. Anime Conji does not support bootlegs or counterfeits of any kind. If we catch you selling or exhibiting any of these types of products you will be removed from your exhibit space and the convention without refund of any fees. Your business may also be reported to the license holder regarding any illegal sales of their product.
35. No selling or distribution of any kind of food or drink is permitted in the Dealer's Hall. You may bring your own food for your consumption. You may not bring mini fridges or large coolers into the exhibit hall, however small personal coolers and lunch boxes are ok.

DEALER'S HALL RULES/GUIDELINES, continued...

SELLING / EXHIBITING, continued...

36. All sales and transactions must be completed in your exhibit space. There are no sales permitted in any other part of the convention without prior written approval from Anime Conji Exhibit Hall staff.
37. We have a one warning only policy! You will get one warning from Exhibit Hall staff if you break a rule. If we have to confront you about the same rule or any other rule that you are breaking, we reserve the right to remove you from the Dealer's Hall without refund for your space. Please follow our rules, as they are here for a reason. If you have any questions regarding the rules, please email Dealer's Hall staff or ask us at the convention.

LIABILITY / LEGAL INFO / THE FINE PRINT

38. No verbal agreements between exhibitors and Anime Conji staff will be honored. If you have any questions or if special accommodations have been made for you, get it in writing from Anime Conji Exhibit Hall staff.
39. Exhibitor expressly assumes all risks associated with, resulting from or arising in connection with Exhibitor's participation or presence at the Event, including, without limitation, all risks of theft, loss, harm, damage or injury to the person (including death), property, business or profits of Exhibitor, whether caused by negligence, intentional act, accident, act of God or otherwise. Exhibitor has sole responsibility for its property or any theft, damage or other loss to such property (whether or not stored in any courtesy storage area, including without limitation any subrogation claims by its insurer. Neither Anime Conji nor the Exhibit Facility accepts responsibility, nor is a bailment created, for property delivered by or to Exhibitor. Neither Anime Conji nor the Exhibit Facility shall be liable for, and Exhibitor hereby fully and forever release and discharge Anime Conji and the Exhibit Facility, individually and collectively, and their present and former officers, directors, shareholders, partners, affiliates, employees, agents, representatives and attorneys, and predecessors, assignees and successors of each, from all claims, actions, causes of action, demands, cross-claims, counter-claims, obligations, contracts, indemnities, contributions, suits, debts, sums, accounts, controversies, rights, damages, costs, attorneys' fees, losses, expenses and liabilities whatsoever, in law, equity or otherwise (collectively "Claims" which either may now have or have had or which may hereafter accrue, individually, collectively or otherwise in connection with, relating to or arising out of Exhibitor's participation and/or presence in the Event. Exhibitor acknowledges that there is a possibility that subsequent to the execution of this contract, it will discover facts or incur or suffer claims that were unknown or unsuspected at the time this contract was executed, and which if known by it at that time may have materially affected its decision to execute this contract. Exhibitor acknowledges and agrees that by reason of this contract, and the releases contained in this Section 3, it is assuming any risk of such unknown facts and such unknown and unsuspected claims. Exhibitor has been advised of the existence of Section 1542 of the California Civil Code ("Section 1542"), which provides: A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS WHICH THE CREDITOR DOES NOT KNOW OR SUSPECT TO EXIST IN HIS FAVOR AT THE TIME OF EXECUTING THE RELEASE, WHICH IF KNOWN BY HIM MUST HAVE MATERIALLY AFFECTED HIS SETTLEMENT WITH THE DEBTOR. Notwithstanding such provisions, this release shall constitute a full release in accordance with its terms. Exhibitor knowingly and voluntarily waives the provision of Section 1542, as well as any other statute, law or rule of similar effect.
40. Exhibitor shall on a current basis, indemnify, defend (with legal counsel satisfactory to Anime Conji in its sole discretion) and hold Anime Conji and the Exhibit Facility harmless from any and all claims, demands, suits, liabilities, damages, losses, costs, reasonable attorneys' fees and expenses, which result from or arise out of or in connection with (a) Exhibitors' participation or presence at the Event; (b) any breach by Exhibitor of any agreements, covenants, promises or other obligations under this contract; (c) any matter for which Exhibitor is otherwise responsible under the terms of this contract; (d) any violation or infringement (or claim or violation or infringement) of any law or ordinance or the rights of any party under any patent, copyright, trademark, trade secret or other proprietary right; (e) any libel, slander, defamation or similar claims resulting from the actions of Exhibitor; (f) harm or injury (including death) to Exhibitor; and (g) loss or damage to property or the business or profits of Exhibitor, whether caused by negligence, intentional act, accident, act of God, theft, mysterious disappearance or otherwise. Exhibitor shall not settle or compromise any claims against Anime Conji without Anime Conji's prior written consent.
41. Under no circumstances shall Anime Conji or the Exhibit Facility be liable for any lost profits or any incidental, special, indirect, punitive or consequential damages whatsoever for any of the acts or omissions whether or not apprised of the possibility of any such lost profits or damages. In no event shall Anime Conji's maximum liability under any circumstance exceed the amount actually paid to Anime Conji by Exhibitor for exhibit space rental pursuant to this contract.

DEALER'S HALL RULES/GUIDELINES, continued...**LIABILITY / LEGAL INFO / THE FINE PRINT, continued...**

42. Anime Conji makes no representations or warranties, express or implied, regarding the number of persons who will attend the Event or regarding any other matters.
43. By Exhibitor's participation in the Event, Exhibitor expressly grants to Anime Conji a fully paid, perpetual non-exclusive license to use, display and reproduce the name, trade names and product names of Exhibitor in any directory (print, electronic or other media) listing the exhibiting companies at the Event and to use such names in Anime Conji promotional materials. Anime Conji shall not be liable for any errors in any listing or descriptions or for omitting any Exhibitor from the directory or other lists or materials. Exhibitor agrees that Anime Conji may also take photographs of Exhibitor's booth space, exhibit and personnel during, before or after the open hours of the Event and use such photographs for any Anime Conji promotional purpose.
44. Exhibitor shall obtain any licenses, permits or approvals under federal, state or local law applicable to its activities at the Event at its sole expense. Exhibitor shall obtain any necessary tax identification numbers and permits and for paying all taxes, license fees, use fees, or other fees, charges, levies or penalties that become due to any governmental authority in connection with its activities at the Event.
45. Exhibitors shall not play or permit the playing or performance of, or distribution of any copyrighted material at the Event unless it has obtained all necessary rights and paid all required royalties, fees or other payments. Bootleg DVDs, CDs, figurines, or any other products are not permitted for sale at Anime Conji. If Exhibitor is suspected of selling bootleg property, Anime Conji shall have the right to take possession of the space and no refund will be due to Exhibitor.
46. Anime Conji has sole control over attendance policies. Except as provided to the contrary in this contract, all monies paid by Exhibitor shall be deemed fully earned and non-refundable at the time of payment. Exhibitor shall conduct itself at all times in accordance with normal standards of decorum and good taste. In addition to its right to close an exhibit and withdraw acceptance of the contract, Anime Conji in its sole judgment may refuse to consider for participation in future events held by Anime Conji an Exhibitor who violates or fails to abide by the contract and any of the accompanying rules and regulations. Any amendment or modification to this contract must be in writing and signed by an authorized representative of Anime Conji. Exhibitor may not assign this contract or any right hereunder nor may Exhibitor sublet or license all or any portion of its exhibit space without the prior written consent of Anime Conji, which consent shall be in Anime Conji's sole discretion.
47. Any and all matters pertaining to the Event and not specifically covered by the terms and conditions of this contract shall be subject to determination by Anime Conji in its sole discretion. Anime Conji may adopt rules or regulations from time to time governing such matters and may amend or revoke them at any time, upon reasonable notice to Exhibitor. Any such rules and regulations are an integral part of this contract and are incorporated herein by reference and shall have the full force and effect as if such rules and regulations are fully set forth herein. Exhibitor shall observe and abide by additional regulations made by Anime Conji at the time these additional rules or regulations are communicated to Exhibitor. This contract (including any additional rules or regulations adopted by Anime Conji from time to time) states the entire agreement of the parties with respect to the subject matter hereof.
48. This contract is governed by the laws of the State of California as applied to contracts entered into and entirely performed within such state. Exhibitor agrees that the courts located in the State of California shall constitute the exclusive forum for the resolution of any and all disputes arising out of, connected with or related to this contract or the breach of any provision of this contract. Exhibitor waives any right to assert lack of personal or subject matter jurisdiction and agrees that venue property lies in San Diego, California.
49. In the event Exhibitor is indebted to Anime Conji, whether or not such indebtedness arises from this or any other agreement, Anime Conji shall have the right in its discretion, to apply any refunds of exhibit booth fees properly due Exhibitor to such other indebtedness. In the event legal action is filed by Anime Conji to enforce the terms and provisions of the agreement, the prevailing party in such action shall be entitled to reimbursement of court costs and reasonable legal fees.
50. Anime Conji will be providing to Exhibitors from time to time additional materials which will specify additional terms and conditions for your participation and/or presence at the Event. Such additional terms and conditions (including without limitation those specified in the document entitled "General Terms and Conditions") are hereby fully incorporated herein by reference and shall have the full force and effect as if such terms and conditions are fully and expressly set forth herein. You hereby agree that all information containing terms and conditions provided to you by Anime Conji shall be deemed fully read and understood by you and that you shall be bound by all the terms and conditions contained herein and therein.

DEALER'S HALL RULES/GUIDELINES, continued...

CANCELLATION POLICIES

51. **Cancellation by Exhibitor:** Generally, partial cancellation of booth space is not permitted, any partial cancellation must have the prior written consent of Anime Conji, which consent shall be in Anime Conji's absolute discretion. Exhibitors who cancel exhibit space more than 90 days prior to the opening day of the Event, will receive a complete refund. All Exhibitors who cancel exhibit space less than 90 days prior to the opening day of the Event, but more than 60 days prior to the opening day of the Event, will be refunded 50% of the total they paid. There will be no refunds for cancellations made less than 60 days prior to the opening day of the Event. If the Exhibitor of a dealers Booth leaves or decides to withdraw from the Event any time between March 15th and March 18th they will be billed for \$250.00 for an early pack-up fee and may not be welcome at future Anime Conji Events. All Exhibitors are prohibited from dismantling any display/exhibit or packing up product until the Convention is officially closed by Anime Conji.
52. **Cancellation by Anime Conji:** If Exhibitor fails to make a payment required by this contract in a timely manner, Anime Conji may terminate this contract immediately (and Exhibitor's participation in the Event) without further notice and without obligation to refund monies previously paid. Anime Conji reserves the right at its discretion to refuse Exhibitor permission to move in and set up an exhibit if Exhibitor is in arrears of any payment due to Anime Conji. Anime Conji is expressly authorized (but has no obligation, expressed or implied) to occupy or dispose of any space vacated or made available by reason of action taken under this paragraph in such manner as it may deem best, and without releasing Exhibitor from any liability hereunder. Anime Conji may also terminate this contract effective upon written notice of termination if Exhibitor breaches any of its obligations under the contract without any obligations, expressed or implied, on Anime Conji's part to refund any payments previously made and without releasing Exhibitor from any liability arising as a result of or in connection with such breach. If Anime Conji removes or restricts an exhibit which Anime Conji considers to be objectionable or inappropriate, no refund will be due to Exhibitor.
53. **Cancellation of the Event:** If Anime Conji cancels the Event due to circumstances beyond the reasonable control of Anime Conji (such as acts of God, acts of war, governmental emergency, labor strike or unavailability of the Exhibit Facility) Anime Conji shall refund to each Exhibitor its exhibit space rental payment previously paid, minus a share of costs and expenses incurred, in full satisfaction of Anime Conji's liabilities to Exhibitor. Anime Conji reserves the right to cancel, rename or relocate the Event or change the dates on which it is held. If Anime Conji changes the name of the Event, relocates the Event to another event facility within the same city or changes the dates for the Event to dates that are not more than thirty (30) days earlier or thirty (30) days later than the dates on which the Event originally was scheduled to be held, no refund will be due to Exhibitor; provided however, Anime Conji shall assign use of such space to Exhibitor pursuant to the terms of this contract. If Anime Conji elects to cancel the Event other than for reasons previously described in this paragraph, Anime Conji shall refund to each Exhibitor its entire exhibit space rental payment previously paid, in full satis-

San Diego Anime Convention
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If you have any questions at all about the dealer's hall, or noticed something wrong with our info please contact us immediately at dealers@animeconji.org so we can help! Thank you and we hope to see you at the convention!

