

This is the 15 point system to be used as an aid for placement of merchant booths.

Most merchant booths will start with either a 1 or a 3 as their base points:

Plain pop-up, Costco-type carport, or dayshade straight out of box	1 point
Plain-looking manufactured or handmade tent built to look period i.e. something we could find a picture of in the history books	3 points

Then add on to their base points for these features:

A row of dags around roof line	2 points
Dags, trim or accents running from the roof corners to the peak	1 point
Dags, trim or accents running from the roof corners to the ground	1 point
Roof has a solid color fabric that looks period (other than the original mundane cover in the case of pop-ups, Costco-type units or dayshades)	1 point
Roof has two or more colors of fabric that look period, or painted designs (other than the original mundane cover in the case of pop-ups, Costco-type units or dayshades)	2 points
Walls have a solid color fabric that looks period (other than the original mundane cover in the case of pop-ups, Costco-type units or dayshades)	1 point
Walls have two or more colors of fabrics that look period, or painted designs (other than the original mundane cover in the case of pop-ups, Costco-type units or dayshades)	2 points
Legs are plain, mundane metal poles	0 points
All legs showing are painted, decorated, or covered in fabric to look more period	1 point
All legs showing are wooden poles	2 points
Personal modern camping area is behind merchant booth and is in plain sight of everyone	0 points
Personal period camping area is behind merchant booth and is in plain sight of everyone	1 point
Personal camping area is behind merchant booth but is concealed or behind portable walls	1 point
Personal camping area is inside merchant booth or away from site	2 points

Total points for your merchant booth: _____

If you feel your merchant area does not fit into this rating system, such as a cart, a wandering merchant or a food merchant, please describe it in as much detail as possible.
