## **2024 CAMPING REQUEST FORM**

Please return this form as soon as possible to the Clay County Extension office. Camping requests will be processed May 15, form AND payment required to process.		
Name:		
County: Clu	b:	
Address:		
City, State, Zip Code:		
Cell Phone:		
Email:		
Cell phone number is required. Please list a phone that you will have with you during the Clay County Fair.		
Please circle the NIGHTS that you wish to request camping.		
1. FULL WEEK \$360		
2. FRIDAY 2PM-WEDNESDAY NOON \$200		
	PM-SUNDAY 7PM \$160	
Please circle the role(s) of all people using this camping spot at the Clay County Fair.		
Clay Co. Exhibitor District Exhibitor 4-H or	FFA Staff Committee Member Leader (Clay Co.)	
Advance Sale Tickets		
Please purchase one ticket per day for each person in your camper that is NOT a 4-H exhibitor, club leader, or Clay County committee member. Exhibitors will be able to purchase additional advance sale tickets with their fair entries. If your camping request is not able to be processed, these advance sale tickets will also not be processed. You may reorder these advance sale passes with fair entries.		
# of Advance Sale Passes (\$7 per ticket):		
	lculations	
Camping Nights (Choice 1, 2 or 3) x Parking Pass (limit 1/camper) x	· · · · · · · · · · · · · · · · · · ·	
# of Advance Sale Passes x	· · · · · · · · · · · · · · · · · · ·	
Total Due (make check out to CLAY COUNTY FAIR)	\$ 7.55 <u>\$</u>	
Please send this form and a check for the above amount made payable to CLAY COUNTY FAIR to:		
ISU Extension Clay County	Office Use	

ISU Extension Clay County		Office Use
Attn: Camping Request	Received:	
1515 West 18th Street	Spot #:	
Spencer, IA 51301	Letter:	

Filling out this request form does not guarantee you one of the limited number of on-grounds 4-H camping spots. We will contact all requesters by mail with camping registrations or with alternate options beginning July 15. All those unable to be placed in an on-ground spot will have their check returned. NO REFUNDS on accepted requests.