

Gulf Wars Merchant Rules

Participation as a merchant constitutes agreement with the published rules and regulations. By registering to merchant at Gulf Wars all merchants, their agents, employees and affiliates agree to abide by all the rules and regulations of the State of Mississippi, The Society for Creative Anachronism Inc., King's Arrow Ranch, and the Autocrat/Merchant Staff of Gulf Wars XXXV. Merchants are responsible for acquainting themselves and their staff with these rules and standards - ignorance is not an excuse.

All the rules that apply for Gulf Wars in general also apply to Merchants (merchants are responsible for acquainting themselves with SCA rules and standards - ignorance is not an excuse.)

Signs for Your Shop

Every merchant **MUST** have a sign that is visible as people walk around the marketplace. Note: The Merchant Staff and Autocrat reserve the right to reject offensive business names.

Dress Code

All merchants must conform to acceptable SCA standards of dress. Garb must be worn at all times from 3 P.M. the first Saturday of the Gulf Wars to the end of business the last Saturday of Gulf Wars.

NOTE: This means Medieval/Renaissance clothing, not fantasy garb. Modern clothing may not be worn at Gulf Wars. You must wear garb while on site/anywhere at the war, not just the marketplace.

Appropriate Merchandise and Displays

updated 9/1/26

As Gulf Wars is a family event, merchandise inappropriate to a family situation should not be sold.

Adult paraphernalia or anything that promotes illegal drug use are not allowed.

Merchandise, signs, banners, decorations, displays, or other materials containing hate symbols, imagery, graphics, words, slogans, or phrases are not permitted in the Gulf Wars merchant area. Including when such material has been altered, defaced, crossed out, negated, or otherwise modified.

Hate speech is not tolerated in the Society for Creative Anachronism. In accordance with SCA Corpora X.A.4. "Hate speech is speech or symbols that offend, threaten, or insult individuals or groups, based on race, color, religion, national origin, sexual orientation, disability or other traits. Such symbols and speech have no essential part of any discussion of ideas and are of so little value to the Society that any benefit that may be derived from them is clearly outweighed by the harm caused. The use by any participant in the Society may result in possible sanctions up to and including revocation of membership and denial of participation."

Any potential violation observed by Merchant Staff will be documented and referred to the appropriate Gulf Wars Event Staff for review and action as appropriate.

This is Medieval reenactment, NOT fantasy, science fiction, or post-1600 CE time period. Remember this in your merchandise selection. Modern clothing with SCA-theme artwork should be displayed folded, not hanging.

Period, or Period-Appearing Tents are Required

It may rain! It may flood! Come prepared! All modern-looking items such as modern tables, chairs, plastic tubs, shelving units, etc. must be covered. Items visible from the road should look period.

- Allowable tent materials are canvas or other solid fabric covering.
- Commercial rental tents are allowed.
- Pop-ups are NOT allowed.
- Plastic tarps not covered by slip covers are forbidden.
- Parachutes are NOT tents. They are a FIRE HAZARD and are strictly forbidden!
- Storage trailers may be left at the back of your space, if there is enough room, but they must be hidden inside a structure, or completely covered.
- THE FINAL DECISION INVOLVING QUESTIONABLE TENTS OR IN REFERENCE TO ANY OF THE ABOVE WILL RESIDE WITH THE MERCHANTCRATS.

Ambiance

Any music inappropriate to SCA period is banned (e.g, modern music); all other music or offensive noise WILL be moderated at your neighbor's request. IF IT ANNOYS YOUR NEIGHBOR, IT WILL ANNOY THE MERCHANTCRATS.

Electricity and Lighting

Electricity cannot be guaranteed. If you need electricity, make sure to include it in your application.

Generators are NOT allowed in the merchant area.

All extension cords crossing a road or walkway must be buried before use.

Note: Electricity costs are increasing for 2027 general electric will now be \$50. Food Vendors will now be \$5 per amp. Still paid in cash at the time of check in

Fires

Braziers, Ground fires, open flames, and tiki torches are FORBIDDEN in the marketplace due to fire hazard. If you use flame-producing appliances such as Coleman-type lanterns or stoves they must be the "on-off" type. You must have a fire extinguisher immediately available.

Food Merchants

You must comply with the standards of the Mississippi Department of Health. If you want to be a food merchant, please send menu and prices along with electrical amperage per appliance needed to: merchantcrat@gulfwars.org

Alcohol

No alcohol may be sold anywhere on the site; therefore no merchant may offer for sale or otherwise distribute alcoholic beverages, subject to immediate eviction from the site.

Service Animals

Owners of service animals should contact animalliaison@gulfwars.org in advance of the event for important information.

Trash

There will no longer be trash pick up in the merchant area. Trash is the responsibility of each individual attending war. There will be large trash dumpsters at 4 locations throughout the site. The locations will be marked on the site map.

- Trash CANNOT be piled up in camp, outside of camp, or on the side of the road or anywhere in the merchant area.
- Cardboard must be broken down before placing it in the dumpster.
- Do not use the trash cans around the merchant area to dispose of your business or personal trash. These are for shoppers.
- Do not place propane tanks of any size in the dumpsters. Those can be placed neatly on the outside of the dumpsters.
- Sharps are to be disposed of at Watch, located at 5 points.

Sales Tax

Mississippi Department of Revenue charges 7% on all sales made in the state including at Gulf Wars. Food merchants can request a credit for purchases made in Mississippi for ingredients that are used to produce the items that are being sold. This is to be remitted at the Merchant Office the last Saturday of the War beginning at noon.

- The tax form and instructions will be available in the merchant office.
- You do not need to get a separate tax number.
- Merchants approved to leave early must pay taxes before leaving site.
- If a merchant fails to report or pay taxes they will not be allowed to merchant at Gulf Wars again.
- Sales tax rate will be checked for changes prior to Gulf Wars.

Merchant Check-In

Merchants when arriving at site must Troll in and sign waivers before entering site.

After Trolling in, proceed to the Merchant Office and check in with merchant staff, pay for electricity if requested, and verify your location hasn't changed before you begin setup.

Merchant check-in will be available at the Merchant Office on FRIDAY, March 12th, from 12 Noon until 6 P.M.

DO NOT arrive before noon. You will not be allowed on-site earlier.

If you arrive after 6 P.M., you will have to wait until the regular Troll opening time of 1 P.M. on Saturday

NOTE: Spaces not occupied by 5 PM on Sunday, March 14, 2027 without previous notification of the merchant staff will be forfeit and repurposed.

Friday Arrivals

Merchants and set-up helpers MUST request early-on site registrations if arriving on Friday. You do not have to do this now, you have until site pre registration closes to do so.

EVERYONE on your list must be pre registered for site. The merchant office provides a list to the gate. They will NOT be allowed on site if they are not on this list —NO ARGUMENT, NO APPEAL.

Each vendor is allowed three free staff per 600 sq ft of reserved merchant space, including the primary (no limit on minor children).

Additional staff must pay a set fee per person to arrive prior to 1 p.m. on Saturday.

The earliest you'll be allowed on site is NOON. The latest you can arrive on Friday is 6 PM. Check in with the merchant office BEFORE setting up. You must "troll in" Saturday morning between 9 A.M. and noon for site.

Friday merchant arrivals are for merchant set up. You and your helpers are expected to set up your merchant tent before setting up your personal camps elsewhere on site.

****Merchants arriving Friday are expected to have their vehicles out of the merchant area by 11 A.M. on Saturday**. Failure to do so could result in the merchant's early on privilege being revoked.**

Please note: Early-On policies and procedures may be updated for Gulf Wars XXXV. Any changes will be communicated to merchants once finalized.

Vehicles

Vehicles must be moved to the parking lot as soon as you are done unloading. If you arrive at night, you may wait until morning to move.

Your vehicle must be parked in the parking lot before you may begin selling.

Merchants who arrive on Friday must have their vehicles out of the merchant area by 11 A.M. on March 13th.

Vehicles are NOT permitted in the merchant area between 11AM to 6 PM (except during set up and pack out).

Merchanting Days

Saturday, March 13th — Saturday, March 20th.

Selling Hours

You must be open from 11 A.M. until 6 P.M. daily starting Monday the Start of War.

Selling hours are from 3 P.M. Saturday, March 13th through ** 12 P.M.**, Saturday, March 20th.

Tax collection begins on Saturday at 12 P.M. in the Merchant Office. You can continue to sell until 3 P.M. if you wish. However, NO SALES after your taxes have been paid.

Quiet time is from 11 P.M. to 7 A.M.; you may sell during these hours, just keep your noise level down.

****If a merchant wishes to close (for non emergencies) during required selling times, they must prearrange it with the merchant office. Notice must be posted at least a day ahead of time on the merchant information boards and at the merchant's tent.****

Moonlight Madness

Wednesday, March 17th from 7 P.M. to 10 P.M.

You must be open until **10 P.M.** on Wednesday March 17th for Moonlight Madness. You may close Wednesday for up to 2 hours during the day with a sign as to when you are returning. You should reopen by 7 P.M. You may stay open later if you wish.

Out of Stock

If a merchant sells out of merchandise before the end of war. They must remain open during regular shopping hours and be available to customers who may still want information.

Legal Information

IMPORTANT: King's Arrow Ranch is a private property with the right to limit the hours, location and operation of any and all businesses on its premises. Gulf Wars XXXV merchants sell by invitation and must conform to the policies established regardless of license. Merchants sell at their own risk.

Registration gives the merchant the privilege of selling as an independent operator, not as an employee or agent of King's Arrow Ranch, Gulf Wars XXXV, or the SCA. Registration as a merchant is a privilege granted by King's Arrow Ranch, not a right. The Merchant Coordinator, Autocrat, or Site owner may revoke said approval or refuse to accept any application without reason or cause of any kind. Infractions of the rules may result in withdrawal of merchant privileges, expulsion from Gulf Wars XXXV, and can affect registration for future Gulf Wars.

Cancellations and Refunds

Refunds must be requested Two Weeks Prior to the beginning of War. In order to receive a refund of your Merchant Fees you must:

1. Notify the Merchantcrats of your cancellation
2. Requests for refunds must be made IN WRITING and must include a completed Refund Request Form. (You can find copies at <https://gulfwars.org/registration/>.)
3. Requests should be sent to exchequer@gulfwars.org. The form can also be mailed to the Exchequer address at Gulf Wars Refund Request, c/o Esther Jenkins, [2510 Churchill Downs, Cumming, GA 30041](#)
4. Requests submitted at least two weeks prior to the beginning of War will be made for any reason.

5. Requests submitted after registration closes but prior to the expected arrival date on the reservation will be at the discretion of the Gulf Wars Exchequer and the Gulf Wars Autocrat(s).
6. Any request for a refund after the expected date of arrival will not be honored, except in the most dire of circumstances.
7. There will be a \$10 (Ten Dollar) per canceled person processing fee on ALL site registration refunds. Merchants will forfeit their processing fee for any cancellations.
8. All refunds will be sent via check after War has ended. No refunds will be given on-site. Make sure the Refund Request Form includes a valid mailing address.