

# Lenexa Public Market Rental Fees

## The Day Market Cart

Pricing	Hours
Weekday Rental rate: (Mon, Tues, Weds, Thurs) \$25.00/day	Must be open a min. of 6 consecutive hours Vendor must operate within regular Market hours:
Weekend Rental rate: (Fri, Sat, Sun) \$50.00/day	Monday – Thursday: 6am - 9pm Friday – Saturday: 6am - 10pm Sunday: 7am - 7pm
Space	Promotion
4'9" wide and 2'6" deep Electricity available on a limited basis at no charge Access to free Wifi Set-up and tear-down must be performed with as little disruption to permanent tenants and customers as possible.	The Lenexa Public market will promote your business the day you are here: Facebook, Instagram, and Twitter To help us represent you, please provide the following information: 1. The name of your business and a brief (1-2 sentences) description of your product(s) 2. The date and time of your appearance at The Lenexa Public Market 3. A photo or company logo 4. A list of your Social Media Accounts.

## Pop-Up Shop (30 to 90 day lease)

Pricing	Space
\$400/month \$100 deposit payable upon acceptance Deposit is Non-refundable	10' by 10' taped space Locked storage space provided in common storage room Vendor responsible for fit-out of space No permanent fixtures allowed All furniture, fixture and merchandise must be removed at end of pop-up Set-up and tear down must be performed with as little disruption to permanent market tenants and customers as possible.

## Short-Term Market Tenant (90 day to 12 month lease/license)

Pricing	Space
\$350/month One month's rent payable upon execution of agreement Deposit is Refundable	Vendor responsible for fit-out of 10' by 10' space Permanent fixtures may be allowed and are subject to market manager's approval All-in lease rate No CAM Charge Fit-out must be performed with as little disruption to permanent market tenants and customers as possible

## For further Information, Questions, or to Book our Venue...

Please email the Lenexa Public Market:

[publicmarket@lenexa.com](mailto:publicmarket@lenexa.com)