



P.O. Box 4863 Grand Junction, CO 81502

Re: Mesa County Safety Council Safety Fair 2017

The Mesa County Safety Council is sponsoring the **36th Annual Mesa County Safety Fair**. The Safety Fair will be held within Mesa Mall, 2424 Hwy 6 & 50. We would like to invite your organization to participate as an exhibitor in this year's Safety Fair. There is **no cost** to your organization for the booth space. The dates and hours for the Safety Fair are:

Thursday, February 23, 2017	9 A.M. to 3:00 P.M.
Friday, February 24, 2017	9 A.M. to 3:00 P.M.

The intent of the Safety Fair is to promote safety messages to elementary school students. The selling or promoting of products or services is discouraged. The Mesa County Safety Council Board of Directors reserves the right to approve applications.

We hope you are able to join us at this year's Safety Fair. Your participation helps make our community a safer place for everyone. We anticipate well over 2000 students from public, private, and homeschools in second, third, and fourth grades to attend the Safety Fair. Groups of students will be bussed to the Safety Fair at different times throughout each day.

Please complete the **enclosed application** and return by February 3rd, 2017 in order to reserve your booth space:

Email to royljones@charter.net, or mail to P.O. Box 4863 Grand Junction, CO 81502

We encourage you to attend the January 17, 2017 and February 14, 2017 Mesa County Safety Council meetings for briefings prior to this year's event. Regular meetings are usually held on the third Tuesday of the month. A schedule of meetings is available on our website www.MesaCountySafetyCouncil.org. Meetings are held at the Grand Junction Chamber of Commerce Building, 360 Grand Avenue (Third & Grand) from 10:30 to 11:30 a.m.

If you have any questions, please contact Roy Jones at 970-712-0829 or Glenn Kiser at 970-986-0156. Thank you for your support with this community event.

Sincerely,

Roy Jones
Vice President, Mesa County Safety Council

Promoting Safety at Work, Home, and Play