



Sacramento Earth Month 2010

A project of the Environmental Council of Sacramento (ECOS)

Standard Insurance Requirements for Earth Day vendors/registrants **SELLING PRODUCTS** or engaging in **HANDS-ON INTERACTIVE ACTIVITIES**

If you check **either** box below, you are **required** to provide the **requested proof of coverage**. Please send a copy of this page to ECOS with the required documentation **no later than Friday, March 19**. If you do not provide the required proof of coverage, you will not be allowed to participate at Earth Day.

1. General Liability Insurance:

- We are an organization, vendor or subcontractor that will **sell or demonstrate goods or services or engage in hands-on activities involving event attendees at the Sacramento Earth Day Festival site** on Sunday, April 11, 2010. We will provide a **certificate from our insurance carrier showing proof of liability coverage**.

Minimum required insurance:

Comprehensive or Commercial/General Liability, \$1,000,000 per occurrence, \$2,000,000 general aggregate, for bodily injury, personal injury and property damage, including Contractual Liability and Fire Legal Liability (\$100,000). If Commercial General Liability Insurance or other form with general aggregate limit is used, the general aggregate limit shall apply separately to this project/location.

2. Automobile Insurance:

- We are an organization, vendor or subcontractor that will **use a company or organization-owned vehicle at the Sacramento Earth Day Festival site**. We will provide a certificate from our insurance carrier showing proof of auto insurance coverage.

Minimum required insurance:

\$1,000,000 per occurrence, combined single limit, for Bodily Injury and Property Damage Liability.

3. Mail certificates showing proof of required coverage to:

ECOS – Sacramento Earth Day
909 12th Street, Suite 100
Sacramento, CA 95814

If you have any questions, please contact our office immediately:

Ruby Avila, ECOS Earth Day Coordinator
916-444-0022 / earthday@ecosacramento.net