## **CATALOGUE ENTRY FORM - RIMINI AMUSEMENT SHOW 2018**

THESE COMPANY DETAILS WILL BE PUBLISHED IN THE EXHIBITION OFFICIAL CATALOGUE to be filled in only in capital letters

**FILL IN CLEARLY AND IN CAPITAL LETTERS** 

Email to **EXPO@RIMINIFIERA.IT** 

NO LATER THAN FEBRUARY 2<sup>nd</sup> 2018



Exhibiting Company name				
Address				
Town			Post Code	Country
Phone no. Email				
Fax no. Website				
BRANDS	TRADE S	ECTORS		
Write any <b>commercial brands</b> owned by the company. (N.B.: Texts of brands' name only. <b>Neither images nor explications about products will be accepted</b> )	Write the app Sector list atta The maximum	ropriate codes for you ached. In number of sectors a pay the sum of € 20.0	llowed is 10 (5 free 00 for each addition	thich can be found on the Trade  1 + 5 on payment). The company nal code registered.  +20€ 8+20€ 9+20€ 10+20€
EXHIBITOR'S TYPOLOGY: (Box for internal statistics. Please tick one choice only)	□ Produce □ Distribu		☐ Trade associa☐ Other	ation
REPRESENTED COMPANIES DETAILS				
The abovementioned company registers the following represented companies at the exhibition, undertaking to pay the sum of € 60.00 (+ VAT if due) for each of them. Represented firms will be included in the exhibition's OFFICIAL CATALOGUE, followed by the caption "Rappresentato da" (Represented by) and the name of the exhibiting firm renting the stand/exhibit space				
Company name:				
Address:	Town/ Country			
Tel. no.	Email:			
Fax no.	Website:			
Trade sectors:	Type of agency	O REPRESENTED	O SOLE AGENCY	/ IN DISTRICT:
(Max.5)	Type or agency	O SOLE AGENCY		
Company name:				
Address:	Town/ Country			
Tel. no.	Email:			
Fax no.	Website:			
Trade sectors: (Max.5)	Type of agency	O REPRESENTED	O SOLE AGENCY	/ IN DISTRICT:
(max.o)		O SOLE AGENCY		
Company name:				
Address:	Town/ Country			
Tel. no.	Email:			
Fax no.	Website:			
Trade sectors: (Max.5)	Type of agency	O REPRESENTED	O SOLE AGENCY	/ IN DISTRICT:
(		O SOLE AGENCY		
NOTES FOR FILLING IN:  This form must be sent by and not later than FEBRUARY 2 <sup>nd</sup> 2018 (As per Chap. II Part 1 Art 4 in General Rules and Regulations); Only the data gathered from 'CATALOGUE ENTRY FORM' will be published in the Exhibition Official Catalogue and map; Incorrectly entered or illegible data will be ignored. Fill just one datum per box; Represented companies can attend the exhibition only with their products/ brands and promotional materials; as indirect exhibitors they have no right to receive exhibitors' badges and invitation tickets, their name will not appear on the pavilions map.  Italian Exhibition Group SpA declines all responsibility for any errors or omissions in the Official Catalogue. No responsibility is taken for the entry of companies who have not sent the original form correctly filled in and within the foreseen deadline, or have not paid the entire or partial sums due for the registration of Represented firms.				
Date		The Company Leg	al Representative	Stamp and Signature





## RIMINI AMUSEMENT SHOW 2018 - TRADE SECTOR LIST Write trade sectors codes in the catalogue entry form only.

Possible trade sectors ticked on this page only will be ignored.

**B - COIN-OP SKILL AND AMUSEMENT** 

**GAMES** 

**B001** Air-hockey

**B002** Basket

**B003** Table Soccer

**B004** Dancing stations

**B005** Electronic Darts

**B006** Pinball machines

B007 Cranes / Vertical grab

B008 Juke-boxes / video juke-boxes

**B009** Laser games

**B010** Mini Bowling

**B011** Ping-pong

**B012** Test of strength

**B013** Virtual reality

**B014** Redemption Tickets

**B016** Scraper

**B017** Shooting games

**B018** Simulators

B019 3D/4D/5D theater

**B020** Touch-screen

**B021** Video games

**B022** Interactive Attactions

**B023** Break Dance

B024 3D/4D/5D Cinema

**B025** Multimedia Experiences

**B026** Sports Simulators

**B027** Shooting Gallery

**B028** Virtual Playgrounds

**C - AMUSEMENT RIDES** 

**C001** Equipment for Parks

C002 Battery operated kiddie cars C003 Weighing machines

C004 Bumpers

C005 Photo and photocomputer booths

C006 Fun games

C007 Kiddie roundabouts

C008 Inflatables

C009 Kiddie rides

**C010** Horoscope machines

C011 Mini car/motorbike tracks

C012 Playgrounds/Elastic carpets

C013 Quads

**C014** Trampolines

C015 Mini-trains

C016 Scenographies

C017 Bouncy Castles

C018 Edutainment - Educational Games

C019 Minicar / Minimoto

C020 Ball pools

C021 Soft Play

O - BIG ATTRACTIONS FOR THEME

**PARKS AND FUNFAIRS** 

**O001** Bumper-cars O002 Pirate ship

**O003** Bungee jumping

O004 Rides major (multiple movements)

O005 Maze

O006 Roller coaster

O007 Ferris wheel

**0008** Attractions on rails

**Q - FACILITIES FOR OUTDOOR** 

**ACTIVITIES** 

Q001 Slippery soccer and the like

Q002 Go-karts

Q003 Climbing walls

Q004 Skating and Ice-skating rinks

Q005 Quads

Q006 Sky diving / Sky rail / Sky trail

**Q007** Elastic carpets

**Q008** Trampolines

Q009 Traversing walls

S - FACILITIES FOR WATER PARKS,

**AQUARIA AND POOLS** 

S001 Aquaria

S002 Waterslides

\$003 Leisure equipment for pools

**S004** Wave generators

\$005 Water filtration equipment

S006 Pools

S007 Whirlpools

**D-BILLIARDS** 

**D001** Billiard balls

**D002** Professional

billiards/Cannons/Snooker/Pool

D003 Table lights

D004 Billiard cloth

D005 Cues

F - BOWLING

F001 Accessories

F002 Bowling room furniture

F003 Bowling

F004 Info panel

F005 Spare parts

F006 Video Bowling

**N - PROMOTIONAL ITEMS** 

N001 Company promo gadgets

N002 Gadgets

N003 Watches / Jewels

N004 Soft tovs

N005 Miscellaneous

N006 Balls

P - VENDING

P001 Capsules

P002 Food/drink dispensers

P003 Product/object dispensers

P004 Food / drinks

T - OUTDOOR FITTINGS

T001 Equipment for sweet/food

preparation areas

T002 Vending food & beverage

T003 Equipment for fixed/travelling parks

T004 Ticket-Booths

T005 Kiosks

T006 Scenographies

**U-TECHNOLOGIES AND SERVICES** 

U001 Audio/video and special effects

U002 Lighting systems

**U003** Admission Systems

U004 People movers

**M - TRADE PRESS AND** 

**ASSOCIATIONS** 

**M001** Trade Associations M002 Press



www.enadaprimavera.it





