



Greater Concord Chamber of Commerce · (603) 224-2508 · [www.concordnhchamber.com](http://www.concordnhchamber.com)

## CREATIVE CONCORD SIDEWALK PERFORMER/BUSKER GUIDELINES

Concord and its merchants welcome sidewalk performers who wish to share their talents. The following are guidelines for performances:

### LOCATIONS

Downtown Concord has four locations for performers:

- The sidewalk at the opening to Eagle Square, by the clock tower
- The brick alcove on North Main Street next to Merrimack County Savings Bank
- The plaza between Gibson's, O Restaurant and Red River Theatres
- The northwest corner of Main and Pleasant Streets

### HOURS

Performers are permitted to play from 10:00 am to 7:00 pm Monday through Thursday, and 10:00 am to 8:00 pm Friday and Saturday.

To ensure that others have an opportunity to perform, performers may play in one location for only two hours at a time.

### SIGN UP SHEET

Performers must sign up for locations and times. Sign-up sheets are available at Strings and Things, 113 South Main Street, Concord NH.

### PERFORMANCES

Given limited sidewalk space, no tables, chairs, or stationary props/instruments are permitted. Performers should take care not to block the entrances to any businesses or shops. Please be respectful of merchants, shoppers, and others who visit downtown Concord.

In addition, sidewalk performers are subject to noise, obstruction, vending, and other city ordinances. As a result, sidewalk performers are not permitted to use amplification or drums. The City's noise ordinance is Article 13-6. It may be reviewed at the City Offices at 41 Green Street or is available at [www.concordnh.gov](http://www.concordnh.gov). Safety is also a paramount concern. Performers may not use objects or engage in performances that could endanger the public.

Performers may accept donations from the public. Performers may also offer their own recordings for sale. No merchandise or other items may be offered for sale.

**Performers who fail to comply with these guidelines will be asked to stop their performance.**