

wythevillewinefestival.com

HELPFUL HINTS AND USEFUL INFO

We're excited you'll be coming to the Wytheville Wine Festival! To make sure everyone has a great time, we wanted to share a list of helpful hints:

- Tasting the various wines is encouraged but please realize the wineries come to sell their hand-crafted wines, as well. Please support our wineries by making a purchase glass, bottle, or case. We want to do this again next year!
- Gates open at 2:00pm and the park should be vacated at 6:00pm.
- Designated drivers can purchase a ticket for just \$5.00.
- You must be 21+ to receive a tasting bracelet, so be prepared to show acceptable, valid ID.
- We will have enough commemorative festival glasses for the first 250+/- people through the gate.
- Open bottle and glass sales will cease at 5:30pm. You may purchase bottles and cases to go up until 6pm.
- No outside food or drink is allowed inside the park that includes ice and coolers.
- Wineries are not allowed to serve anyone that appears to be intoxicated.
- We'll offer a will-call service for large/bulky purchases so you don't have to carry them around all day. You may leave boxes with the respective winery and we'll collect them all for your pick-up at the entrance.
- We welcome pets on leashes. We also welcome well-behaved children.
- If you want to sit, please feel free to bring a chair or blanket. There are shade trees around and there's also a large grandstand with views of the entire park.
- Please note that some locations are reserved with signage.
- Parking is available on the streets around Withers Park and adjacent to McWane Pool and the Town of Wytheville Municipal building, both on Monroe Street just south of Withers Park.
- If you need a ride, please let a volunteer know and we'll call a cab for you. Please enjoy the event responsibly and don't drink and drive.
- Advance ticket sales end at midnight Friday before the event on Saturday.

If you have any questions the day of the festival, please let a volunteer or event staff know. Thanks!