



**GENERAL INFORMATION**  
**APPEARANCE GUIDELINES**  
**FAQ'S**

Colts In Motion, presented by Belle Tire, is a brand new mobile experience featuring Colts history, interactive games, and exclusive exhibits allowing Colts fans to experience the team like never before.





## COLTS IN MOTION ELEMENTS

- Replica Peyton Manning Statue
- Memorabilia Displays
- Anvil Video Booth
- Colts Giveaways
- Gaming Center
- Player Quiz
- Mascot Blue Photo Opportunity
- Lombardi Trophy (at select stops)



# COLTS IN MOTION GUIDELINES

## SUBMISSION

- All Colts In Motion appearance request forms must be submitted a minimum four weeks prior to your event.
- All payments must be submitted at least one week prior to the event.

## APPEARANCE

- The organization must provide a minimum space of 80' x 40' for the trailer.
- The location of the trailer must be on a flat, stable surface and NOT directly in front of a curb or wall.
- The Indianapolis Colts will be allowed the opportunity to set up marketing tables (ticket, giveaways, etc.) at your event when appropriate.

## CANCELLATION

- 100 percent refund for cancelations made more than 7 days prior to the event date.
- 50 percent refund for cancelations made between 1 and 6 days prior the event.
- Event Contact/Organization will not receive a refund for cancelations that are made within 24 hours of the Colts In Motion departure time. This time is dependent of the location of the event and is unique to each event.
- The Indianapolis Colts reserve the right to cancel any Colts In Motion appearance at any time. If the Colts cancel the Colts In Motion appearance, the Event Contact/Organization will be fully refunded.
- Please note that the Colts In Motion trailer is equipped to operate in most weather conditions.

## LEGAL

- Use of the Indianapolis Colts or the NFL name(s), logo(s), and trademark(s) and/or advertising must be approved in writing by the Indianapolis Colts.

# COLTS IN MOTION FAQ'S

## DOES COLTS IN MOTION REQUIRE POWER?

No, Colts In Motion is powered from its own internal generator.

## WHEN WILL COLTS IN MOTION ARRIVE TO MY EVENT?

Colts In Motion aims to arrive roughly 60-90 minutes prior to the requested arrival time for load-in and set-up. Load-in is particular to each event and will be communicated to the event contact prior to each event.

## HOW MUCH AREA DOES COLTS IN MOTION NEED?

Colts In Motion requires an 80' x 40' space to operate and function, as well as easy in and out access for the truck pulling Colts In Motion. This space needs to be ready upon arrival. The truck will detach from the trailer and will require parking access nearby.

## CAN COLTS IN MOTION BE PLACED ANYWHERE?

No, Colts In Motion must be placed in an open surrounding as both sides of Colts In Motion slide out creating a larger space inside the trailer.

## CAN COLTS IN MOTION OPERATE IN INCLEMENT WEATHER?

Yes, Colts In Motion can operate in most weather conditions. It comes equipped with foul weather curtains which allow it to operate both rain or shine.

## DO ANY PLAYERS OR CHEERLEADERS COME WITH COLTS IN MOTION?

No, Colts In Motion travels on its own, but does includes various giveaways and opportunities to register to win prizes. If you wish to have Colts Cheerleaders, Blue, the Play 60 Zone, or players at your event, please visit [Colts.com/Appearances](https://Colts.com/Appearances).

## WHAT IS THE COST OF COLTS IN MOTION?

NON-PROFIT	FOR-PROFIT
One to four hours: <ul style="list-style-type: none"><li>• <b>\$500</b></li></ul> Entirety of event (up to one day): <ul style="list-style-type: none"><li>• <b>\$1,000</b></li></ul>	One to four hours: <ul style="list-style-type: none"><li>• <b>\$1,000</b></li></ul> Entirety of event (up to one day): <ul style="list-style-type: none"><li>• <b>\$1,500</b></li></ul>

## WHEN IS PAYMENT DUE FOR EACH COLTS IN MOTION APPEARANCE?

Payment is due seven days prior to the event date.

## IF I CANCEL MY REQUEST AFTER I'VE PAID, WILL I GET REFUNDED?

This depends on when you cancel. Please see the Colts In Motion guidelines for further information.