



Vendors:

David Fox Hog Fiddles and Such

Dulcimers designed to reflect their Appalachian heritage, with a modern look & a contemporary visual appeal. He also builds to custom orders, including banjos and mandolins. Contact him to design your own personalized instrument.

Email: hogfiddles@hotmail.com

George Haggerty Folk Craft Music, Vermont

Home for all your dulcimer needs: Strings, Picks, Noters, Capos, Fast Fret, Straps, Snark Electric tuners, etc. Need something, just ask. Custom made Mountain Dulcimers with the sweetest sound this side of heaven!

Free shipping on most small items.
Email: 4dulcimer8@gmail.com



Bernd Krause

For over 44 years building traditional dulcimers as well as unique custom built designs.

<https://www.facebook.com/KrauseInstruments/>

Email: berndjkrause@earthlink.net

Jeremy Seeger

Jeremy Seeger combines meticulous craftsmanship with a friendly willingness to listen and to accommodate. He is both a master craftsman and real pleasure to work with.

Email: jeremy@jeremyseeger.com



Dwain Wilder
Bear Meadow Appalachian Dulcimers

Dwain Wilder will again bring tools, materials and a workbench to the festival, equipped for repairs, refits and other mountain dulcimer work during the weekend. Schedule your needs with Dwain early by emailing dwain@bearmeadow.com. Be sure to mention "Dulcimer Work Needed" in the subject line to get into the schedule. And there may be time for last-minute requests also, depending on scheduled requests.
<https://www.bearmeadow.com/>



Tom Irving

Tom creates unique items for the Mountain Dulcimer, Ukulele, and even the Bowed Dulcimer. He has helped Dulcimer Folk around the world enjoy making music with the best instruments made! Possum Pads, Uke Pads, Bowed Pads, Neater Noters, Tom's Noter Cubes, Dulci-Wrests, Perfect Picks, and single strings are all available. If you are interested in purchasing any of his wares which are listed here, you can contact him at: tom468strings@yahoo.com



Snack Table –volunteers



Workshop Leaders
Sales Table