



BEACON LIGHT CIVIC LEAGUE, INC.

P.O. Box 4683 • Norfolk, Virginia 23523 • BeaconLightCivicLeague@AOL.com

February 20, 2026

32nd Annual Berkley Reunion!

Dear Display Participant,

On behalf of our Civic League president, Ms. Christie Banks, we would be honored if your organization could be a part of the 2026 Berkley Reunion, scheduled for July 30 - August 2, 2026, at Berkley Park, Norfolk, VA. The Berkley Reunion is the community's most important event of the year—and one of the longest running and successful events in all of Norfolk.

This year marks the 32nd anniversary since our inaugural event in 1994, and each year the entire community comes together to celebrate the rich history and legacy of Berkley, a working-class community that emerged from the depths of poverty in the 1960s, to become a highly sought after community for families, churches, and businesses alike.

I look forward to discussing this opportunity and answer any questions or requirements you might have. From its beginning, the Berkley Reunion has always been free and open to the public. We are able to put this event on solely through sponsorship, donations and fundraisers.

The 2026 fee schedule is \$100 for Display Vendors for the entire event. We ask that all payments be received by July 30, 2026, made payable to: **Beacon Light Civic League/Berkley Reunion**, P.O. Box 4683, Norfolk, VA 23523 You may contact me at (757) 701-6365, or by email at lwo2013@outlook.com.

Respectfully,
Lisa Wilder
Chair, Berkley Reunion Committee

2025 Berkley Reunion Display Table Confirmation

I/We plan to participate on the following days of the event:

___ Fri 31 July

___ Sat 1 Aug

___ Sun 2 Aug

Business Name _____

Owner's Name & Address _____

Daytime Phone# _____ Email _____

Type of Services Offered: _____

******Please be aware that we do not provide tables, chairs or tents.******

Berkley Reunion, P.O. Box 4683, Norfolk, VA 23523. 2) Type the requested information in an email and send to lwo2013@outlook.com.

Signature _____ Date _____