



# MILITARY BANNER APPLICATION

## BANNER OPTION

- Photograph\*       Branch Seal

## SERVICE MEMBER INFORMATION *(This information will appear on the banner)*

Name: \_\_\_\_\_

- Air Force    Army    Coast Guard    Marine Corps    National Guard    Navy    Space Force

## SPONSOR INFORMATION

- Norco Resident       Norco Business       Norco Non-Profit Organization

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Email Address: \_\_\_\_\_

## APPLICATION CHECKLIST

- Submit Completed Application – Submission Options Below**
  - a. Email digital copy of completed application to [banners@ci.norco.ca.us](mailto:banners@ci.norco.ca.us)
  - b. Mail/Drop-Off to City of Norco Attn: Administration, 2870 Clark Ave, Norco, CA 92860
- Submit Payment – Submission Options Below**
  - a. Credit Card: Call (951) 270-5623 to provide card information securely over the phone
  - b. Check: Make Payable to City of Norco
    - Mail/Drop-Off to City of Norco Attn: Administration, 2870 Clark Ave, Norco, CA 92860
- Submit Photograph (If Photograph Option is Selected)**
  - Email high-resolution photograph to [banners@ci.norco.ca.us](mailto:banners@ci.norco.ca.us)

*\*If the Photograph Option is selected, a high-resolution military photo must be provided. If the photo provided is a low resolution, it may not appear on the banner. The City of Norco is not responsible for the appearance of the photo on the banner and can opt to replace a low-quality photo with the relevant branch seal.*

*Please Note: Identical images will be displayed on both sides of the banner. The sponsor will approve the final proof. The placement of the banner is at the sole discretion of the City. Banner spaces are available on a first come, first served basis. Banner designs and price are subject to change without notice. The City of Norco is not responsible for replacing banners that are stolen, damaged or destroyed due to age, vandalism or any acts of nature, including high winds.*