AMY JULIA BECKER | Speaking Policy and Information

Thank you for your interest in having Amy Julia Becker speak with your group. Amy Julia has experience as a keynote speaker, panel guest, and workshop and retreat presenter.

Amy Julia speaks on how we can experience personal, spiritual, and social healing; inclusion and belonging; our common humanity; bridging social divisions with love; and identity and achievement. She is happy to craft a message and structure her time with you in the way that best serves the needs of your community. She loves engaging with people face to face about important ideas through offering true stories and thoughtful teaching, and she is also eager to engage with people and groups outside of the allotted speaking time frame while she is present for the event.

Meals, Travel, Lodging

Amy Julia requests reimbursement for travel, meals, and lodging.

Speaking Fees

Online

- \$250 for an hour-long online discussion with students or book club
- \$1,000 for a 90-minute online teaching or webinar

In-Person*

- \$2,000 for one talk**
- \$4,000 for events that include two to three talks**
- \$6,000 for events that include four talks**

*Amy Julia will reduce her speaking fee by \$1,000 for any organization that purchases 100 copies of her latest book To Be Made Well for the event. Books can be purchased in bulk from Herald Press for a reduced rate.

**Amy Julia is happy to offer a reduced rate for speaking at venues close to her home.

Books

You will need to purchase books through a local bookstore, online, or work with Amy Julia to procure books. It will be up to the event host to anticipate the number of books needed and provide someone on-site to cover sales transactions. Amy Julia is happy to sign books, and this needs to be discussed in advance and a plan set up for when and where this will happen at an event.

INVITE AMY JULIA

Please fill out <u>this form</u> if you have any additional questions or would like to inquire about Amy Julia's availability to speak at your event.