



## Pie Sale!



It's this time each year when we normally look back on the year and report on all the ways the library has grown and impacted our community of readers. Like so many local businesses and organizations, Liberty Library closed in March 2020 for several weeks, reopened in May for curbside service, opened for 2-days a week with restrictions in July-November, and is returning to curbside in December due to the increase in positive COVID cases in Maine. All non-virtual programs were canceled, including this summer's Pie Sales and other fundraisers.

So perhaps a better term is a Pie(**less**) Sale! We ask, if you're able, to make a donation to the library with the amount that you normally would have spent at our summer sales. For example:

3 Pies @ \$15 each	\$45.00
Plants @ the Plant Sale	\$25.00
Jewelry Sale	\$10.00
Dinner for 2	\$80.00
Arts at the Library Craft Sale	\$20.00
2 Pick-A-Prize Raffle tickets	\$20.00
<b>TOTAL</b>	<b>\$200.00</b>

We were fortunate to receive funds from the CARES Relief Act this summer, but that money has been spent. We count on our annual fundraisers in order to purchase books and other items for the upcoming year. The loaning of books and DVDs has been a lifeline to many during this pandemic. Access to online services of e-Books and audiobooks has skyrocketed. Wi-fi usage outside of the building continued with countless individuals accessing the Internet while in their cars or at the outdoor table. So far this year, patrons have borrowed over 5400 items!

Please consider making a charitable contribution to help the Liberty Library continue to thrive. No amount is too small ... even one \$15 pie(less)! You can donate online at [liberty.lib.me.us/donate](http://liberty.lib.me.us/donate) or by check to: **Liberty Library, PO Box 280, Liberty, ME 04949.**

Thank you for your ongoing support. Happy Holidays!

Warm regards,

A handwritten signature in black ink that reads "Barb Rehmeyer".

Barb Rehmeyer, Library Director  
On behalf of the Liberty Library Association