



**2026 Convention
May 21-24 Quebec City
"LILACS and PARKS"**



Hotel Reservation Information

**Hotel Ambassadeur
3401 Bd Sainte-Anne, Québec, QC G1E 3L4**

**Hotel Reservation must be made by participants
no later than **APRIL1, 2026** by using this link:**

<https://bookings.travelclick.com/85160?groupID=4967078&hotelID=85160#/guestsandrooms>

OR call (800)363-4619 and use groupe folio 553606

Rates do not include breakfast
149\$CAD / night (Sunday till Thursday),
189\$CAD /night (Friday & Saturday)

plus taxes of 18.475%

Deadline to reserve is **April 1 2026**

Cancellation policy:

48 hours or more = no charge

48 hours or less = 100% of 1st night

Check in: 4:00 pm, Check out: 11:00 am

Room Rate includes:

Free wireless internet in rooms and lobby
Pool, spa, sauna, fitness center, free parking

Transportation to and from airport by taxi

If you need any help or additional information e-mail
Claire Fouquet at c.fouquet@icloud.com or
Mark DeBard at MLDeBard@gmail.com



**2026 Convention - "LILACS and PARKS"
May 21-24 Quebec City, QC, Canada**

Registration Form

Name(s) _____

Address _____

City/State/Province _____

Zip/Postal Code _____

Tel: _____

E-mail(required) _____

DIET: Please circle: Regular Vegetarian

Allergies _____

Registration Fee

Before **April 1, 2026**: \$275 USD

After April 1, 2026: \$325 USD

(room rate regular after April 1)

No refund after April 11, 2026

Deadline to register: April 11, 2026

Registration includes:

All entrance fees, Two dinners and one lunch

Snacks, water, Welcome cocktail, Souvenir bag/documentation,

All bus transportation, Lilac 'Pink Elizabeth' mailed to your
address (USA only) after the convention.

Make checks payable to: International Lilac Society

Credit card payment:

Card # _____ Visa MC

Exp: _____

Mail form and check to: John Bentley, Treasurer,
PO Box 6, Salisbury, NH 03268-0006

If you need any help or additional information
for electronic payment e-mail

Mark DeBard at mldebard@gmail.com or
treasurer@internationallilacsociety.org