

If you don't have a lawyer and think you have a legal problem, the answer may be as convenient as your telephone. The New York State Bar Association's Lawyer Referral and Information Service is here to help you. Simply dial...

800-342-3661

... from anywhere in New York State. That number will place you in direct contact with the Lawyer Referral and Information Service, maintained as a public service by the New York State Bar Association.

For citizens calling from the local Albany dialing area, the number is...

463-3200 ext. 2700

How the Service Works

When you call the Lawyer Referral and Information Service, you will be asked what county you are calling from. The Lawyer Referral staff will ask you to state your problem briefly (any information you provide will be held in the strictest confidence)

After listening to your problem, the Service will take your name, address and telephone number. You will then be given the name of a lawyer near you who practices in your area of need.

It will be your responsibility to contact the lawyer to make an appointment to discuss your legal problem. The Service

does not make appointments
for callers.

The Cost

Lawyers participating in the Service have agreed to provide an initial consultation of up to one-half hour for a \$25 fee. During the first visit, you and the lawyer will discuss your problem. If it is determined you do have a legal problem, it is up to you to make another appointment or to authorize the lawyer to take action on your problem. Any fees beyond the initial consultation fee will be decided between you and the lawyer.

Hours of the Service

The Lawyer Referral and Information Service operates Monday through Friday, from 9:30 a.m. to 4 p.m.

Remember, if you have a legal problem, you should have legal representation. The Lawyer Referral and Information Service is designed to serve anyone who can afford the services of a lawyer. Persons who have a legal problem and cannot afford a lawyer should contact the Legal Aid office in their community.

