

PRACTICE AREA

BANKING & FINANCIAL INSTITUTIONS

Pender & Coward attorneys in the Banking & Financial Institution practice area provide transactional and litigation support in all facets of commercial and consumer banking for financial institutions, regional banks and credit unions. We provide independent counsel to review lender liability and close loan transactions and real estate financing, to protect the bank's interest, to pursue or renegotiate problem loans, to foreclose upon collateral, and defend against lender liability claims.

Our banking and finance attorneys have decades of experience with the banking, and credit union business community, in special assets, workouts, and creditor's rights, including foreclosures, and all areas of banking legal issues, both transactional and litigation. We are proud of our good reputation working with most of the leading banks and bankers in Southeast Virginia.

REPRESENTATIVE CASES AND TRANSACTIONS

- Handled multiple multi-million dollar cases for acquiring bank of assets of FDIC receivership in Norfolk, Va.
- Successfully represented regional bank in litigation regarding \$17 million loan participation lawsuit.
- Successfully defended banks in multiple lender liability suits.
- Performed hundreds of workouts, debt restructuring, and loan negotiations and closings for multiple banks as bank counsel.

VIRGINIA BEACH

222 Central Park Ave. Suite 400
Virginia Beach, VA 23462

CHESAPEAKE

709 Greenbrier Parkway
Chesapeake, VA 23320

SUFFOLK

117 Market Street
Suffolk, VA 23434

Practicing Attorneys

Daniel T. Berger

Attorney

(757) 901-4512

dberger@pendercoward.com

Richard E. Biemiller

Shareholder

(757) 490-6281

rbiemiller@pendercoward.com

Jeffrey H. Gray

Attorney

(757) 233-2796

jgray@pendercoward.com

Richard H. Matthews

Shareholder

(757) 490-6256

rmatthew@pendercoward.com

VIRGINIA BEACH

222 Central Park Ave. Suite 400
Virginia Beach, VA 23462

CHESAPEAKE

709 Greenbrier Parkway
Chesapeake, VA 23320

SUFFOLK

117 Market Street
Suffolk, VA 23434