



2010 I-K Synod Assembly Service Project



"7But we have this treasure in clay jars, so that it may be made clear that this extraordinary power belongs to God and does not come from us. 8We are afflicted in every way, but not crushed; perplexed, but not driven to despair; 9persecuted, but not forsaken; struck down, but not destroyed; 10always carrying in the body the death of Jesus, so that the life of Jesus may be made visible in our bodies. 11For while we live, we are always being given up to death for Jesus' sake, so that the life of Jesus may be made visible in our mortal flesh. 12So death is at work in us, but life in you" 2 Corinthians 4:7-12

Last year Lutheran World Relief distributed 231,360 school kits and 93,111 health kits, and that was before the recent earthquakes in Haiti and Chile. Since the earthquakes, LWR warehouses have been seriously depleted.

As has been our recent custom, the 2010 I-K Synod Assembly event will include an in-kind service project. This year we will collect health and school kits for Lutheran World Relief.

LWR contact Melanie Gibbons, said, "Thanks so much for thinking of LWR for the service project at your synod assembly! What a wonderful idea, and a great way for congregations to put their faith into action together."

Please encourage your congregations to collect supplies and assemble kits to give to your voting members to bring to assembly. You can find complete and specific instructions for these kits on the Lutheran World Relief Web site:

Health kits <http://www.lwr.org/beinvolved/healthkit.asp>

School kits <http://www.lwr.org/beinvolved/schoolkit.asp>

Please note: We are collecting completed health kits only.

We will have a table near the registration area to collect these kits. If you prefer, you may contribute money for shipping (any overage will be sent directly to LWR). Put a check in an envelope marked LWR and leave it in the basket on the table or give it to one of the staff people.

Questions may be directed to Jan Philpy at gphilpy@indy.rr.com