

September 11 was to be our Rally Day and the start of Sunday School for the fall. We decided to have God's Work. Our Hands. Sunday be our Rally Day. We formed a task group made of mostly our Education Committee and we began asking for ideas of community groups or neighbors around the church that might need assistance. In the end we had over 70 members and friends of LCI sign-up to work on one of 8 projects that were arranged for the day. We started the day at 9:30 with worship, wearing our gold t-shirts and then gathered for nourishment provided by a Thrivent Action Team and then we set out on our jobs.

The 8 projects were:

1. Honoring our Fire, Police and ER Personnel – by delivering homemade cookies and a "Thank You" card.
2. Fourth & Hope – preparing and serving a meal at a homeless shelter
3. Fourth & Hope – helping the staff at homeless shelter to reorganize their attic and sort
4. H Street Homeless Shelter – spruced up their front and back yard
5. Patwin Elementary School – pulled weeds, planted new plants, and spread bark
6. Pine Tree Gardens West – chopped back and dug out ivy in preparation to remove and pressure washed their patio and sidewalks. This is a local mental health treatment center.
7. Courtyard Convalescent Hospital – spent time with residents talking, painting their nails, and playing a parachute game.
8. The Belfry – Lutheran Episcopal Campus Ministry at UC Davis – provided some much needed help with cleaning up the yard, power washing the building and cleaning a ceiling in the chapel.

Hours of planning: 102 hours

Number of event hours: 280 hours

The outcome was fantastic. All the community groups we touched were overjoyed at what we accomplished and were very appreciative. We received "Thank You" cards from a 2nd grade class at the school, and an invitation from the Convalescent Hospital to come back. We all had such a good time and were filled with such joy that we are beginning to think about what we can do next year.

God's Work. Our Hands., was an amazing success at LCI.