

## Announcements

November 28, 2021

### Thanksgiving/Christmas Dinner

We will celebrate our holiday dinner this year. The date next Sunday, December 5th at 6pm in the fellowship hall. The church will provide the meats, dressing, and drinks. Please bring a covered dish and/or dessert to share.

### Upcoming December Activities

Children's Nativity and singing—Dec. 5th AM service.

Christmas Cantata—Dec. 19th AM service.

### Lottie Moon Christmas Offering

Next week we will kick off our Lottie Moon Christmas Offering season. 100 % of your giving goes directly to our International Mission Board to support our missionaries who serve in foreign lands.

We will be taking up offerings through the month of January 2022.

### Church Office Closures for December

Kim Cannon will be using vacation time for most of the month of December. Beginning December 10th through January 3rd, the office will be minimally staffed. If you have any questions come up during these times, please contact Bro. Steve or Bro. Matt.

## Announcements

November 28, 2021

### Thanksgiving/Christmas Dinner

We will celebrate our holiday dinner this year. The date next Sunday, December 5th at 6pm in the fellowship hall. The church will provide the meats, dressing, and drinks. Please bring a covered dish and/or dessert to share.

### Upcoming December Activities

Children's Nativity and singing—Dec. 5th AM service.

Christmas Cantata—Dec. 19th AM service.

### Lottie Moon Christmas Offering

Next week we will kick off our Lottie Moon Christmas Offering season. 100 % of your giving goes directly to our International Mission Board to support our missionaries who serve in foreign lands.

We will be taking up offerings through the month of January 2022.

### Church Office Closures for December

Kim Cannon will be using vacation time for most of the month of December. Beginning December 10th through January 3rd, the office will be minimally staffed. If you have any questions come up during these times, please contact Bro. Steve or Bro. Matt.

