Dear Fellow Parishioners:

You have been receiving information on stewardship recently about “Why We Give”. We have heard about giving talents and giving money to support the Church’s mission: **Cornwall UMC exists to bring people into a closer relationship with Christ, His Family, and His World.** We have traditionally established programs and personnel in a facility to do that, and it requires funds for support. How much?

Every fall we try to determine how much. We have a General Fund that pays for operating expenses. There are other funds for mission-related support of others and for long-term building projects--neither is part of the General Fund. We make a budget of expenses, estimating what the General Fund will need by looking at this year’s budget, actual expenses to-date, and projections for the balance of the year.

We ask the key area chairpersons to have their committees give thought to what will be needed for next year:

Staff Parish Relations Committee (SPRC) deals with our paid staff.

Trustees deal with our facilities (e.g. utilities, insurances, repairs & maintenance).

Council on Ministries (COM) deals with our ministries (e.g. Youth and Children’s Ministries, worship).

We add these totals together, add in Conference Apportionment amounts when received, and run through a few drafts. We are currently at draft 3, expecting at least one more. Some areas of the budget have increased from last year, and some have decreased. Overall, this draft is up less than 2% from last year. Here’s a chart showing the 3rd draft numbers:

“So why do we need to pledge?” you ask. With the numbers you give Stewardship Chairman “Trip”, we can complete our *How Much?* budget of income in mid-November. If we don’t have enough income projected, we will reevaluate the expense levels. We are confident we will be able to project a 5% increase to balance the budget. Won’t you help support our mission by telling us *How Much*?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Chris Sowers,

Finance Committee Chair

