

Picking Up The Pieces!

Can We Provide Hope? Nourish An Exhausted Spirit?



2021 Mission Appeal

Americans get frustrated when our power goes out or our internet goes down. Imagine running for your life as your village collapses! It's unthinkable. Yet it happened again. Will you help pick up the pieces in Latiboliere? Please say yes!

Just as we are planning to celebrate the 20th anniversary of our relationship with Our Lady Of Perpetual Help, the village of Latiboliere, Haiti has been dealt yet another devastating blow. Last week's earthquake leveled the community: the medical clinic, community center, rectory, primary school and many homes were destroyed.

1

PRAY

Pray for strength and healing for Latiboliere.

2

DONATE

This is a crisis. Please donate what you can to help meet basic needs.

3

ASK OTHERS

Spread the word and ask others to donate to Latiboliere.

We Must!

No Shelter!

No Food!

No Water!

No donation is too small!

Please Support Our Family In Latiboliere.

The focus of the 2021 mission appeal is meeting the basic needs of the people in Latiboliere. They need water, food, shelter and eventually to rebuild their buildings.



There are three ways to donate. Online at www.stmaryhc.org Include it with your monthly contribution for The Haiti Relief Fund. Write a separate check to the parish and indicate "Haiti Relief Fund" in the memo section. 100% of your donation will go directly to the people of Latiboliere. Mission Appeal is September 25th and 26th. Please join us!

What Else Can You Do?

Pray for God's healing hand to nourish those that have lost so much so often. It takes a village to repair a village and provide hope.

Donate what you can afford. Make it a family effort. Have a lemonade stand or rummage sale and donate your proceeds to make a difference in the lives of the people of Our Lady of Perpetual Help. They are counting on us to help pick up the pieces and rebuild their community, their spirit and their lives.



The people of Latiboliere are counting on you. Thank you!