

Weekly Giving Guide
Approx Weekly Giving by % of income

Annual Income	10%	5%	3%
20,000	\$ 40	\$ 20	\$ 12
30,000	\$ 60	\$ 30	\$ 18
40,000	\$ 80	\$ 40	\$ 24
50,000	\$ 100	\$ 50	\$ 30
60,000	\$ 120	\$ 60	\$ 36

GIVING WEEKLY

We are Christians all the time, not just when we go to Church or on Sundays. It is important to help your Church by give weekly and not just when you attend.

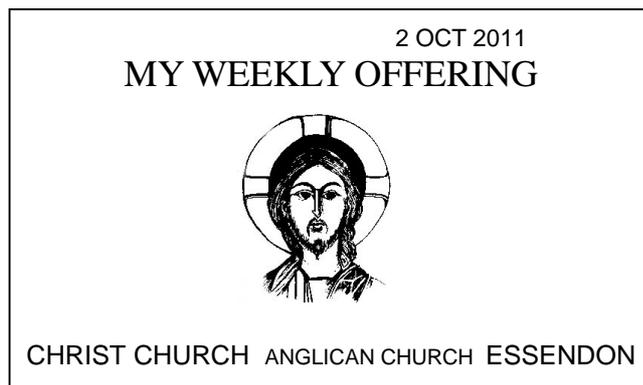


GOOD NEWS, BAD NEWS

A parish priest told the church members, "I've some good news, and some bad news. The good news is that the church has all the money it needs for its mission and ministry ... The bad news is that it's all still in your wallets ..."

GIVING OPTIONS

1 ENVELOPES



The new parish envelopes have no numbers on them only a date to make it easier to keep track of your giving. It is about you making a free will offering without others knowing how much. It is between you and God only.

Envelopes are available to help you give weekly. Please use them ALL even if you miss a Sunday or two.

Why should I use envelopes?

Using an envelope benefits both you and the Parish.

1. It helps us to make a conscious decision about what we are going to contribute.
2. Its use communicates to others that giving to the Church is a priority for you.
3. It makes the ongoing Stewardship activity easier for both the parish and for you.
4. It is an expression of giving of ourselves in the offering of the Eucharist.

Grab a box of envelopes in the Narthex.

2 ELECTRONIC TRANSFERS

The Anglican Development Fund (ADF) is excited to offer Melbourne Anglicans a way of giving to their Church that combines today's banking methods with a great tradition of a weekly offering. Auto ADF electronically transfers funds from either your bank account or credit card to your Church. You decide how much and how often. There is no need to go to your bank or write a cheque. Auto ADF makes giving convenient.

See your Parish Priest or the treasurer to discuss this option and to obtain the appropriate form to fill in and help to fill it in.