WE DO THIS TOGETHER!

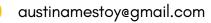
This is how we meet our goals.

Where can you find joy in giving?

# of Gifts	Value of Gift	Running Total
2	\$ 10,000	\$ 20,000
3	\$ 7,500	\$ 42,500
6	\$ 5,000	\$ 72,500
10	\$ 3,600	\$ 108,500
12	\$ 2,400	\$ 137,300
14	\$ 1,500	\$ 158,300
16	\$ 1,000	\$ 174,300
18	\$ 750	\$ 187,800
20	\$ 500	\$ 197,800
7	\$ 300	\$ 199,900
2	\$ 125	\$ 200,150
110		\$ 200,150

QUESTIONS?

(888) 223-8131



WAYS TO GIVE

CHECK OR CARD

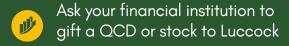


luccockpark.org/donate

Scan with your phone to give online!



IRA, STOCK OR WILL



Name Luccock in your estate plan

Luccock is a 501 (c) (3) non-profit entity. Gifts are tax deductible according to law.







Restoring what flows from Faith, Hope, and Charity

And saving sacred ground for generations to come!





99

Logan Ladd

"Luccock Park didn't just inspire me for a summer — **it reshaped the direction of my life**. I've found joy in worship, purpose in serving, and a faith that is no longer passive but active and growing."

99

Anna Peterson

"At Luccock, I can safely reflect on my life, grow closer to God, and create lifelong memories. Without Luccock, I wouldn't be where I am today. It taught me to hold empathy and compassion for others, and helped me build deeper connections."



Through the grace of God, Luccock Park changes lives.

Now, we're asking you to **help us keep our mission going strong!**

OUR GOALS

\$155,000

1. STABILIZE THE STREAM

Shore up Pine Creek to preserve Laurel, Livingston & Glendive cabins for generations to come.

\$25,000

2. KEEP CAMP AFFORDABLE

Life is expensive — we don't want camp to be.

\$75,000

3. IMPROVE CAMP AMENITIES

We'll renovate the **bathhouses**, replace those old **mattresses**, and buy **a new oven**. Camp cookies, anyone?

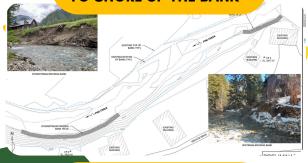
Thanks to two major gifts, supporter contributions and full commitment from the board — we've raised \$90k already!

THE PROJECT

EROSION THREATENS OUR CABINS...



WE'VE GOT PLANS TO SHORE UP THE BANK—



AND TO REMODEL OUR BATHHOUSES!

