

**Naming Opportunities**  
**As of: January 31, 2026**

We will pay for our new parish church in two ways:

A. The tithes of the parishioners.

B. Naming opportunities found below.

*There is a HUGE temptation for people to read this and say “good – I don’t have to tithe because some people will give some big donations and pay for this.” **We can hope for NO BLESSING from the Lord if this is our approach.** This temptation is from the Devil and meant to divide and conquer – conquer for the cause of evil (keep us from building). We will NEVER BUILD our new church if EVERYONE does not participate. Nor, should we expect God’s blessing if we shirk our own personal responsibility in this regard. We rise or fall together as a parish family – everyone’s mite is spiritually needed NO MATTER its monetary amount. See below from the mouth of our God for further clarification on monetary amount vs. worth in God’s eyes:*

And Jesus sat over against the treasury, and beheld how the people cast money into the treasury: and many that were rich cast in much. And there came a certain poor widow, and she threw in two mites, which make a farthing. And he called unto him his disciples, and saith unto them, Verily I say unto you, That this poor widow hath cast more in, than all they which have cast into the treasury: For all they did cast in of their abundance; but she of her want did cast in all that she had, even all her living. (Mark 12:41-44)

**GIVE YOUR MITE – ESTABLISH YOUR TITHE!**

**CHOOSE ONE OF THE NAMING OPPORTUNITIES BELOW IF YOU CAN!**

**SHARE THIS WITH OTHERS YOU KNOW WOULD BE INTERESTED IN  
A NAMING OPPORTUNITY!**

<b>Naming Opportunities – New STV Church</b>	
New Hall	\$1,000,000
Main Dome	\$500,000
Northeast Dome	\$250,000
Northwest Dome	\$250,000
Southeast Dome	\$250,000
Southwest Dome	\$250,000
Choir Loft	\$250,000
Choir Library/Rehearsal	\$100,000
Parish Library	\$100,000
<i>Adult Baptismal Font</i>	<i>\$50,000 - PLEDGED</i>
Vestry	\$50,000
Rector Office	<u>\$50,000</u>
<b>Total</b>	<b>\$3,100,000</b>