

The Steeple Story

Two decades after the congregation constructed the new church building in 1981, Oak Hall was added to the west end in 2002. At the same time an office was created by the front doors, a new canopy, a new kitchen, a storage room, classrooms and washrooms were all completed. The trusses for the canopy were constructed to allow for the extra weight of a steeple that would be added in



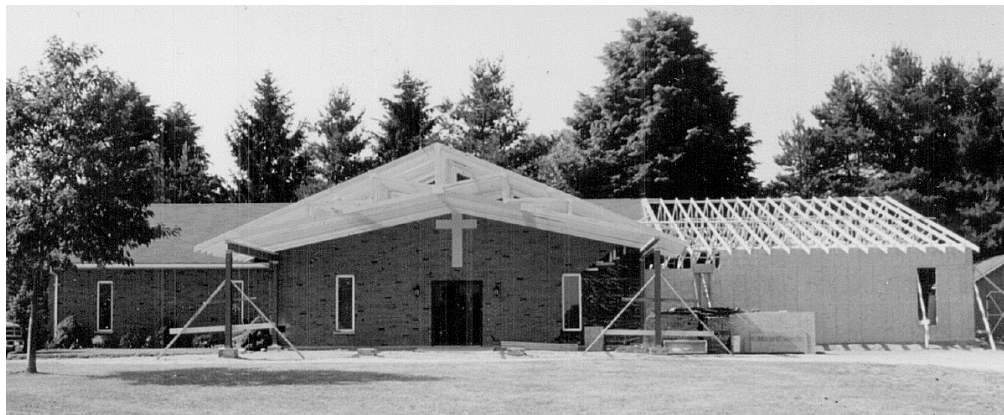
October 2004 to further identify the building as a church. Their daughter was returning from Atlanta to Canada so Betty and Charlie made a detour to **American Steeples and Baptisteries** in Wedowee, Alabama to have the 500 lb steeple made of wood and fiberglass loaded into their pick up. They also pulled a utility

Plain Facts November 2004

THE STEEPLE CHASE IS OVER

The little church on the corner is a lot harder to miss these days now that the beautiful steeple adorns the roof of the canopy. Many thanks to all who contributed funds to cover the cost and a **BIG THANKS** to Charlie & Betty Rewbotham for delivering it to Canada from its birthplace in Alabama. Thanks also is extended to Yarmouth Crane and Danial Dale and Dennis Wilson for installing it to the roof.

trailer loaded with family items to bring back to Canada. Covered with a blue tarp it had a slider rocking chair on top! When they stayed at the Baymont Inn, Lexington, Kentucky, the lady on the desk said, "You wouldn't believe what I just saw. There was a church steeple going past my window." By coincidence there was a church convention at the hotel at the same time. Border guards took a second look at their cargo but thanks to Sherry Graham the paperwork was all in order and soon the new steeple was bolted to the roof. Lightning is attracted to pointed objects so Ryan Ruddock attached a grounding wire to the highest point. It runs across the peak and down to the ground on the south side of the church. Later, Charlie added two spot lights on the roof to illuminate the steeple.



Cover photo & design with The Steeple Story – Malcolm Rust