

Finn's story

On the first day of spring, a warm and sunny day, our kids and a neighbor set up a lemonade stand at the end of the driveway. While Finn's sisters and neighbor made the lemonade and set up the cups, Finn took it upon himself to bring in the customers. If they were to make any money that day, Finn quietly knew what they should do. Walking back and forth in front of the stand, Finn called out to walkers, runners, bikers and drivers with a simple pitch "Lemonade for Haiti". The kids worked the stand for hours and raised \$17 for Haiti.

Finn's "Lemonade for Haiti" is just another example that the earthquake and the kids of Haiti have been on the mind of our six year old. His curiosity and concern have prompted many daily conversations and questions as to what has happened in Haiti and more specifically the children.

At the end of the day, Finn always requests that we "do our prayers". He always seems to include someone special to him or someone that he recognizes might need praying for. Since the earthquake, Finn's prayers always end with ..."God bless all of the kids in Haiti".

Through a friend who had spent ten days in Haiti helping with the relief effort, Finn's Mom, Jen learned about Partner's in Development (PID). Through PID, Jen researched the child sponsorship program and introduced Finnegan to the program the night of the lemonade stand. Finn loved the idea. He researched the bios from the PID sponsorship program and decided he wanted to help Rodeline.

To raise money for the program, Finn and his Mom came up with Hits for Haiti. For every hit that Finn and his little league teammates make, fans, friends and family will be encouraged to make a donation of any amount and drop the donation in Finn's "pretzel" jar. At the end of the baseball season and when the jar is full, Finn will deliver the donations to the PID in Ipswich. His goal is to raise \$300.

In addition to raising money for Rodeline, Finn will send Rodeline updates on the baseball season including team stats and photos.