

## Restoration Progress



*Photo of the Construction Team, Renovation Committee, and Government Official of the Village (Party Secretary Zheng Zhongmo)*

The above photo identifies the different committees. The Anjing Restoration project is made up of three committees.

First the government people...which is the Oo Syak village government who fervently wanted this project. The top row in the striped shirt is our cousin, Zheng Zhong Mo, who is the party secretary. Jamie and I have known and met him since our first visit in 2007. There are other government people, but I am not familiar with them. However, the person in the red shirt is from the village and also a contractor who oversees some of the construction and is the "checks and balance" to communicate with the Construction Company, if there are discrepancies.

The next committee is the Restoration Committee, made up of men who live in the village. These villagers are interested in the restoration and dedicated to following the plans, because they feel it is their filial duty to their ancestors. From what I saw, the surnames of the people on the committee were Zheng, and as our website said...AnJing started Oo Syak village with his eleven sons. So, some of us might be related to those villagers.

The final committee is the Beijing Construction company, who was the expert help, created the plans, and the company the villagers hired because of their knowledge with restorations. According to Basilio, the workers come from all over and are hired for their expertise.

There are daily reports on the fund-raising efforts. As money is donated, a receipt is given and it is listed on their daily report.

I hope this information encourages the rest of the board to cast their vote. We are considered the overseas family to the Oo Syak government, especially since our society is named after our ancestor's home village.

=====

The auspicious day began on July 11, 2020. The village asked for blessings from the ancestors as they began their restoration project.



