

SOUTH HEIGHTS BAPTIST'S WEEKLY REMINDER

Volume XXIII

July 23, 2017

Number 25

NURSERY MINISTRY WORKERS FOR THIS WEEK

10:50 a.m. Service ----- Cradle Roll 1: Volunteer Needed!
Cradle Roll : Volunteer Needed!
6:30 p.m. Service ----- Cradle Roll 1: Volunteer Needed!
Cradle Roll 2: Volunteer Needed!
Wed. Evening Service ----- Cradle Roll 1: Shirley White
Cradle Roll 2: Volunteer Needed

AND THE PEOPLE CAME...

Week of July 16, 2017

Sunday School ----- 27
Sunday Morning Service ----- 38
Sunday Evening Service ----- 27
Wed. Eve. Service, 07/19/17 ----- 26

AND THE PEOPLE GAVE...

- Week of July 16, 2017 -

Undesignated Tithes & Offerings ----- \$ 806.70
Revival Offering for Bro. Rodney Woodcock ----- \$ 20.00
Total Received for Week of 07/16/17: \$ 826.70

- Week of July 9, 2017 -

Undesignated Tithes & Offerings ----- \$1,190.00
Revival Offering for Bro. Rodney Woodcock ----- \$ 25.00
Total Received for Week of 07/09/17: \$1,215.00

- Week of July 2, 2017 -

Undesignated Tithes & Offerings ----- \$1,876.00
Revival Offering for Bro. Rodney Woodcock ----- \$ 25.00
Total Received for Week of 07/02/17: \$1,901.00

- Week of June 25, 2017 -

Undesignated Tithes & Offerings ----- \$ 652.00
Revival Offering for Bro. Rodney Woodcock ----- \$ 27.00
Total Received for Week of 06/25/17: \$ 679.00

Average amount of Undesignated Offerings needed to operate the church EACH WEEK, as a minimum = \$ 1,400.00

LISTEN TO -



ABIDINGRADIO.COM

WHAT IT MEANS TO BE SAVED

1. **Admit that you are a sinner.**
2. **Admit that God says all sins must be paid for.**
3. **Accept the fact that Christ took upon Himself the suffering necessary to pay for all your sins.**
4. **You must change your mind about sin and sinning (God calls this repentance).**
5. **By an act of your will, accept by faith the Lord Jesus Christ, who can save you from the penalty of sin. Then, tell God about this in a simple prayer. Believe that God keeps His promise to save you, and thank Him for His salvation.**



Please Remember To Be Faithful To Give!

As with everything else, the costs of keeping a church going never go down - they always go **up**. Bills wait for no one, and churches are no exception to this. An extra, sacrificial gift today by everyone present would go a long way...

We encourage all of our membership to practice obedience to God by being faithful every payday to give back to Him His tithe (10%). *If every family in our church would practice this one simple discipline, we would never have weeks where we have to put off paying some bills until the following week!*

Everything is expensive, especially for a small church like ours, but ours is a BIG God, and He LOVES to bless His children when they are obedient to Him!

If you are already a tither, we thank you, and encourage you to also give offerings as well. If you're currently not tithing, won't you please start **today - OK?** Thank you.

Church Directory

Todd W. White ----- Pastor
Mickie Shatwell ----- Pianist
Lois Mae Floyd ----- Pianist/ Organist
NEED VOLUNTEER!!!! ----- Greeter
Shayne Hooper, Brian Crawford, Charity Crawford, LeAnna White -- S.S. Teachers
Larry & Mary Byars, ----- Outreach
Bertha Segebarrt ----- Custodian
Flowers ----- Shirley White, Charity Crawford



Be Careful About Video Games

by Evangelist David Cloud

“See then that ye walk circumspectly, not as fools, but as wise, Redeeming the time, because the days are evil. Wherefore be ye not unwise, but understanding what the will of the Lord is” (Eph. 5:15-17).

Video games are very addictive and they are great time wasters. Also many of them have very wicked content. Even the more innocent games use rock music as a background, thus addicting young people

to the sensual rock rhythms.

If young people are allowed to play video games, they must be carefully chosen and the play time must be strictly limited by the parents.

ADDICTION -

- 9 “The more we looked into it the more we found that gaming was taking over the lives of kids.”
- 9 “Some studies suggest that gaming is absolutely taking over the minds of children all together.”
- 9 “Virtual life becomes more appealing than real life.”

Beware of role playing games. Nothing takes over young people's hearts and minds more than these. They are called MMORPG (massively multiplayer online role-playing games).

The most addictive games in 2015 are the following: Madden, Dota 2, Grand Theft Auto, Tetris, Candy Crush Saga (the company is valued at \$7.5 billion), Minecraft, EverQuest (called “never rest” and “ever crack”), The Sims (player has omnipotent control over people), World of Warcraft (called World of War Crack), Call of Duty (the last two are played by more than 100 million players), Halo 3 (called Halodiction), Total War, Pong, Civilization, Diablo 3, Super Meat Boy, Team Fortress 2, Dark Souls 2, Counter Strike, Starcraft 2, Persona 4 Golden, Monster Hunter 3, Elder Scrolls, Angry Birds, Faster Than Light, Peggle, League of Legends, Civilization V, Pokemon.

Even in remote places like Nepal, gaming competition is becoming popular. A report on Nepali gamers in the Kathmandu Post (Aug. 29, 2015) was entitled “By Their Bootstraps.” Gaming started in Nepal in internet cafes in 2010. The 2015 Colors E-sports Carnival at the Civil Mall had 500 participants competing at Defense of the Ancients (DOTA), a multi-online battle game.

OCCULT -

Many of the video games are occultic. Consider the current craze, Pokémon Go. Almost overnight it has become the most popular mobile game in American history, increasing the stock market value of part owner Nintendo more than 50%. “Pokémon Go, the newest iteration of the nearly 20-year-old Pokémon franchise, engages players in an ‘augmented reality’ where they try to find and capture Pokémon hidden throughout the real world. The Australian Business Review has suggested that it may be a ‘watershed moment’ in the development of virtual reality” (“Pokémon Go craze drawing gamers to church,” Baptist Press News, July 15, 2016). The game “uses the mobile phone’s camera to create the perception that the Pokémon characters are actually in front of the players.” It is so engaging and addictive that people have crashed their automobiles and walked into dangerous situations. Two men recently fell off a cliff near San Diego while engaged in the game. *(continued inside)*

Pastor David Brown, First Baptist Church of Oak Creek, Wisconsin, who made the effort to investigate Pokémon and apply the test of God’s Word to it in 1999, says, “The name Pokémon is derived from POCKEt MONster. ... One of the first things I did was to find out who produced the Trading Card Game. Here is an exact quote right from the Web page of the producer - ‘The Pokémon Trading Card Game is a new collectable Card Game that is made and distributed by Wizards of the Coast. The same company that made the best-selling game ... Magic: The Gathering.’ Wizards of the Coast also owns TSR, the producers of Dungeons & Dragons. When I discovered who owned the American Pokémon Trading Card Game rights, I knew it was not just an innocent card game for elementary school children. [The Pokémon rap mantra says]: ‘I will travel across the land/ Searching far and wide/ Each Pokémon to understand/ The power that’s inside/ Gotta catch them all.’ ... To be sure it is a game, but a game that does not glorify God! When God says something is wrong, it is wrong regardless of what form it is in. Not only that, but many of the kids who play this game are seduced into believing the principles that the game subtly teaches” (Dave Brown, “The Problem with Pokémon”).

In the official literature, the main characters of the game are described as headstrong, stubborn, quibbling, hormonal, having a fascination with and trying to “score” with the opposite sex, self-centered, vindictive, obnoxious, and prone to cross-dressing!

Pokémon promotes the search for occultic power. The cards are called “energy cards.” Players engage in “pretend” occultic warfare. Currently there are 729 species of Pokémon monsters, and 151 of them are sought by Pokémon Go players. Two of them are named Abra and Kadabra, long associated with magic. The Abra card promotes the ability to read minds. The Kadabra character has a pentagram on his forehead. What an incredibly dangerous, wicked influence for children! Nintendolife says there are poison types, psychic types, dark types, fairy types, dragon types, and ghost types.

There is nothing innocent about Pokémon. It is a clever attempt at demonic mind-control. For more about the dangers of Pokémon see “The Problem with Pokémon” by David Brown, <http://logosresourcepages.org/Occult/more.htm>

Violence -

Beware of violent games. One of the most popular is Grand Theft Auto. Players assume the role of lawless, destructive criminals who kill innocent bystanders, policemen, and military personnel, “while dealing with only temporary consequences.” It has been called a cop-killing training machine. Some of the versions require the player to torture people in brutal ways to advance to new levels. Sexual elements include hiring and killing prostitutes (by means of the player’s choice of fist, machete, bat, or gun). Real life murders have been committed by people who were obsessive players of Grand Theft Auto and have even admitted to being inspired by the game.

WASTING TIME -

“How long wilt thou sleep, O sluggard? when wilt thou arise out of thy sleep? Yet a little sleep, a little slumber, a little folding of the hands to sleep: So shall thy poverty come as one that travelleth, and thy want as an armed man” (Prov. 6:9-11).

The average gamer spends eight hours per week playing video games. This equates to 416 hours per year.

Last year, a teen told me he wanted to learn to study the Bible on his phone, but when I asked to look at his phone, I found that it was filled with games. I challenged him to get rid of them and to spend that time on Bible study and other profitable things. I told him that until he was willing to put aside wasteful things, he wouldn’t make much progress in his spiritual life.

One young Christian lady we know became concerned about how much time she was spending on video games, and she decided to figure it up. She concluded that she was spending three months out of a year playing games! She deleted the games from her iPad and is spending that time memorizing Scripture and other profitable things.

Young people who want to find God’s will must learn to be careful about time. “Redeeming the time, because the days are evil” (Ephesians 5:16).

To redeem the time we must learn how to set priorities.

- A major priority is Bible study and prayer. The young person must not allow anything to interfere with his devotional life. Not only must he give time to it, but he must also give his attention to it. If something is crowding out the Word of God and making it impossible to meditate, that thing should be put out of one’s life (Mk. 4:19).

- Another priority is to be faithful to the assemblies (Heb. 10:25). As a new believer at age 23, I determined that I would never take a job that would keep me out of church, and the Lord always provided jobs that didn’t interfere with the Lord’s service. - Nothing must be allowed to hinder my Christian life and the will of God. Multitudes of young people have backslidden and gotten out of God’s will because of secular education and jobs, as we have already noted.

To redeem the time we must learn to fill our lives with wholesome and eternally profitable things. God has filled even this fallen world with wonderful things for those who are wise enough to choose excellent above the empty. We deal with this in the section of “The Youth.” A few examples of profitable things are Bible study, evangelism, wholesome music, church ministries, good literature, educational documentaries, photography, learning new skills, creation science, geology, history, and physical exercise. The most profitable occupation is to seek the Lord. The creation is fascinating, but the Creator is far more so, and to try to enjoy God’s creation without putting God first in your heart and life is idolatry. Above all, the wise young person will study God. ÷



**Anabel Gillham
1928 - 2010**

Why Do I Hurt?

by Anabel Gillham

*H*ow many books have been written, how many sermons have been preached, how many different answers have been given in answer to the question - ***Why do I hurt?***

I certainly can’t answer that question which others have grappled with for years, but Paul gives us some insight in the book of II Corinthians – enough insight to calm the fears, doubts, and frustration just a tad perhaps.

He begins by stating this fact. ***II Corinthians 4:10: “Always bearing about in the body the dying of the Lord Jesus, that the life also of Jesus might be made manifest in our body.”***

The idea is this - Yes, we who are living are always being exposed to death for Jesus’ sake, so that the life of Jesus may be plainly seen in our mortal lives.

There’s one facet of the answer: As we hurt, suffer, endure pain and allow Christ to control and handle that pain, others will become aware of the life of Jesus being lived out in the midst of our discomfort and will be encouraged. Paul’s circumstances were, to say the least, unpleasant, yet he says in Philippians Chapter 1, verse 12 -

“But I would ye should understand, brethren, that the things which happened unto me have fallen out rather unto the furtherance of the gospel.”

I’m confident that you have friends who have exemplified Jesus’ strength, His love, His confidence in the midst of a tragedy or serious illness. You go to “cheer them up” and you come away having been “cheered up!” That is possible only through the life of Christ being lived through that person.

We are being changed into His likeness, which is the primary purpose of living here on Planet Earth (Romans 8:28-29).

II Cor. 4:16 says, ***“For which cause we faint not; but though our outward man perish, yet the inward man is renewed day by day.”***

And just what is the inner man? It is the ***“new creature in Christ Jesus” (II Cor. 5:17)***. It is the “earthsuit” - the body that we live in here on earth - is wearing out, will get feeble, sick, and have all sorts of problems, but as we live with this “suffering” we come to know Him better.

Add to that 4:17: ***“For our light affliction, which is but for a moment, worketh for us a far more exceeding and eternal***

weight of glory.”

To look at it simply - These little troubles (which are really so transitory) are winning for us a permanent, glorious and solid reward out of all proportion to our pain.

So one answer to the question, ***Why do I hurt?***, is this:

So that others will witness Christ facing this “hurt” for you and will ask, “I don’t understand how you can do this!” and we get to tell them about the One who is handling it for us—through us. Then, as the days go by and suffering comes to them they will come to you and say, “Tell me how I can let Jesus face this through me, please. I desperately need help.”

- edited

I Loved You Enough

Some day when my children are old enough to understand the logic that motivates a parent, I will tell them:

I loved you enough . . .

to ask where you were going, with whom, and what time you would be home.

I loved you enough . . .

to insist that you save your money and buy a bike for yourself even though we could afford to buy one for you.

I loved you enough . . .

to be silent and let you discover that your new best friend was a creep.

I loved you enough . . .

to make you take a Milky Way back to the drugstore (with a bite out of it) and tell the clerk, "I stole this yesterday and want to pay for it."

I loved you enough . . .

to stand over you for two hours while you cleaned your room, a job that would have taken 15 minutes.

I loved you enough . . .

to let you see anger, disappointment and tears in my eyes. Children must learn that their parents aren't perfect.

I loved you enough . . .

to let you assume the responsibility for your actions even when the penalties were so harsh they almost broke my heart.

But most of all,

I loved you enough . . .

to say NO when I knew you would hate me for it. Those were the most difficult battles of all. I'm glad I won them, because in the end you won, too.

-Author Unknown