GO! God's Realm Is a Big Party!

Luke 5:27-39

- i. When you feel invisible, God sees you!
- ii. When you feel boxed out, God opens a roof for you!
- iii. Jesus is all about: re-form-a-tion, enhance-ments, building on the past and opening new spaces for people, innovation, new way, new truth, new life:

NEW-NEW-NEW

OPEN-OPEN-OPEN

ENHANCE-ENHANCE

NEW WAY-NEW TRUTH-NEW LIFE

INNOVATE-INNOVATE

PARTY-PARTY-PARTY

iv. A healthy church should never do the same thing more than two or three times or it runs the risk of becoming sentimentalized and made into an idol. Change your home décor every 10 years or you may be stuck in the past and it risks becoming an idol. Not called to security, called to be attractional and sent.

WE CAN LIVE INTO THE GOSPEL IS A PARTY IN THESE TWO WAYS ...

I. CELEBRATE NEW FOLLOWERS

- A. Levi- a hated outsider becomes a loved insider immediately. Pahhhtay!
- B. Here are four new folks that said yes to Following Jesus this summer:
 - 1. AJ
 - 2. Luke
 - 3. Aleen
 - 4. Maria
- C. Celebrate their New in our midst...

II. CELEBRATE NEW FOLLOWERS WITH NEW FORMS

- A. The Pharisees want Jesus (the new) to come and be like them.
- B. Jesus wants the new to come and be like him and not like the old rascals.
 - 1. So the old traditions must be set aside because God wants people to come and be like him in new ways, not in the irrelevant old ways.
 - 2. You cannot put new cloth in the holes of old clothing it will rip the new.
 - 3. You cannot put new wine into old wineskins you will lose the new developing wine.
 - 4. The emphasis by Jesus is on the new ones and the news containers for them.
- C. Tim Lee and Ben Vail

<u>Call to action:</u> As a community a very strong word to our community. Will you commit with Jesus to reach new folks discipled into new forms. If we do not, we will rip and pour out the new trying to fit them in all the old forms. When we create space for the new follower in new forms we are in obedience to God. It is a Party when we do! Anything less is a funeral dirge.