



OBEDIENT To What? Why?

Acts 10:20 – Do not hesitate to go with these men (from Cornelius, an Italian)

Acts 10:42 – He [Jesus] commanded us to preach to the people and to testify that he is the one whom God appointed... everyone who believes in him receives forgiveness of sins through his name.

These statements refer to preaching to non-Jews i.e. folks unfamiliar with the Christian message.

HOW we do that is optional.

THAT we do that is not optional.

To “go out” into the world for the purpose of engaging/confronting with the message of Christ is not being heroic or theatrical or productive. It is being OBEDIENT.

We rejoice in all life “improvements” that come when folks turn to Christ and are saved. However, these improvements are not the chief motive or message of preaching.

- (10:42)** • command *[motive]*
 - forgiveness of sin *[message]*

As a church (Protestant heritage, United Brethren denomination) we accept/believe the Bible to be our highest authority... theology, sociology, etc. Therefore, we look to the Bible to explain our identity and our purpose.

Since the foremost **message** of the Bible is that “God desires all men to be saved” (*1 Tim. 2:4*), this should be our foremost **mission**.

We believe this message must be continuously preached **everywhere possible**.

We can do that in person in our own home, workplace, and community

We can give money to support those who can go and preach elsewhere.

Our purpose is to evangelize the world for Christ by sponsoring people, projects, and organizations locally, nationally, and internationally. MISSIONS COMMISSION.
OUB Policy Manual

8. Promote missions projects of various types for the purpose of fulfilling the Great Commission.

- college students... Bible studies/events
 - Christian camps
 - English language outreach
 - Bible translation
 - church plant
- computer support... theological education

- Christian school
 - high school Christian training
 - medical/gospel > villages
 - Aviation – missionaries
 - Agriculture
 - Radio - Christian programming