

JUST LET GO

-Ryan Parsons-

Philippians 3

7 But whatever gain I had, I counted as loss for the sake of Christ. 8 Indeed, I count everything as loss because of the surpassing worth of knowing Christ Jesus my Lord. For his sake I have suffered the loss of all things and count them as rubbish, in order that I may gain Christ 9 and be found in him, not having a righteousness of my own that comes from the law, but that which comes through faith in Christ, the righteousness from God that depends on faith— 10 that I may know him and the power of his resurrection, and may share his sufferings, becoming like him in his death, 11 that by any means possible I may attain the resurrection from the dead.

The medical arena, lifeguarding and rescue, parenting, and ministry have put me in some unique situations to help people in peril. One thing that is interesting about those moments is the urging and sometimes physical intervention that must be done to help an individual physically, emotionally, and spiritually let go of something in order to step into safety and healing. For example, I remember a child that had become stuck while climbing. Although I, the rescuer, was standing on safe and solid ground, they struggled mightily to let go of the very thing they were terrified wouldn't continue supporting them. Thankfully, reason prevailed.

As Paul recounts his faith journey, he explains it took an intentional release of the things he was holding onto to grasp Christ. All this was for the resurrection. Paul wanted to know the power of Christ's resurrection and eagerly desired that power unto eternal salvation. The critical element was letting go.

The obvious questions for us are: What are we holding on to? What must we let go of to know Jesus and the power of his resurrection more fully? Is it scary? Yes! Is it hard? Absolutely! Will we experience other discomforts? Yes! However, there is greater value in knowing Christ, experiencing the power of his resurrection, and eternal life with him. Just let go!

Hesed,
Ryan