



December 31, 2017

## “ Hitting the *Reset Button*”

Years ago, when my boys were very young, like most youngsters, they loved to play video games. Often, they would play complicated games which only had a certain number of “lives” before you were “dead” and the game was over. So, one day my eldest is playing, things are not going so well, he has made a few mistakes in the game and he is down to just a few lives. Very simply and calmly, he hits a single button, resets the whole game, and just like that, he starts over with a new life. But what’s even better, with the new life he now has the experience of having already traveled this path so he knows what pitfalls to avoid and where he can find help.

This got me to thinking about what it means to be a Believer around the New Year. **The New Year provides each of us with an opportunity to “hit the reset button.”** You can begin again. And, even better, now you know what pitfalls to avoid and where you can go for help. I have learned this lesson from the brave people who are in recovery at my church. One day at a time, they hit reset, and try to do it a little better the next time. You made some mistakes last year? Who didn’t! Go into the New Year by hitting the reset button and allow the Lord to do something new in and with your life!

“But God is so rich in mercy, and he loved us so much, that even though we were dead because of our sins, he gave us life when he raised Christ from the dead.” Ephesians 2:4-5

-Rev. Cean R. James  
Associate Conference Minister for Congregational Development

“May the spirit of Christmas be with you  
throughout the New Year!”

The staff at the  
Pennsylvania Southeast Conference office.



Left to right: Susan Creswell, Rev. Cean James, Rev. Sharon Morris, Brea Rarick, Tammie Wisniewski, Rev. Bill Worley, Donna Daloisio

## NOTE: Important Date

“Books of the PSEC will close on January 16, 2018.  
All OCWM contributions for 2017 must be  
in our office by that date or they will be  
counted towards 2018 contributions.”