

Are You A... Fisher of Men or Keeper of the Aquarium?

Mark 1:14-18

Aquarium Keeperwhat is that?

Aquarium Life develops...

1. Fish become comfortable with each other.
2. Fish become satisfied with the status quo.
3. Fish do not welcome newcomers.
4. Fish will run people off by unkind comments or actions.
5. Fish have their own task that no one else can do.
6. Fish develop their own territory .
 - Each school of fish decorates their area and can never be moved.
7. Fish develop an "us four and no more attitude".

Question: What Are we in Business For?

Matthew 28:19-20, Acts 1:8 & Mark 1:14-18

Answer: To Become Fishers of Men

What Does That Mean?

1. We must go after the Fish!invite All people to come.
HOW? Use the right Bait!

“Go out into the highways and hedges and compel them to come in that my house may be full” Luke 14:23

2. We must instruct the Fish! ...by the Living Word of God.
3. We must inspire the Fish! ...with Hope we have in Jesus.
4. We must involve people in meaningful Kingdom Service.
 - Every Christian is a minister.
 - Every Christian has at least one spiritual gift.
 - Every Christian in a place of service in their church.
5. Above all we must love the Fish God brings into our nets!

Our Goals for FBC New Haven

1. Jesus Christ be glorified & exalted in this church
2. A Bible believing church
3. A Loving church
4. A church of Integrity
5. A church of Growth
...“A hospital for sinners not a club for saints”
6. A Sacrificing church
 - Through our Finances
 - Through our Service & Commitment
7. An Exciting church
8. A Missionary church

**Attempt Great Things for God so that
New Haven May Know Christ!**

**Will you come be a part
of what God wants to do?
Who Are You Serving? Jesus or Self**

Statements... “I want to be real transparent here”

⇒ **Pray God will supply**

⇒ **Privilege to have served as your Pastor
for 16yrs.**

We desperately need God's Power...
not Our Power to move upon FBC New Haven

Jesus is calling us to “Follow Him”

We Need A Refreshing from the Lord....PRAYER