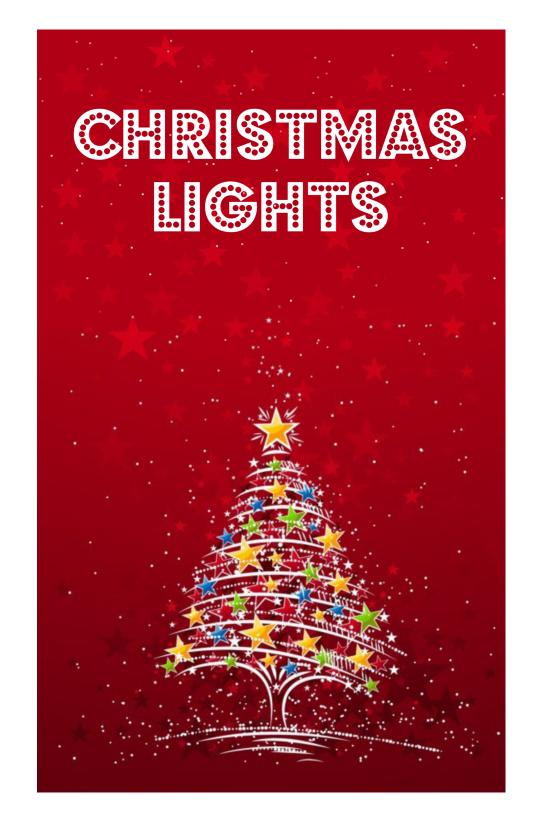
SERMON NOTES

•	
Reflecting the Light	
Our live	es are designed to reflect the light and
John 1:4-8; John 1:29; John 1:1-9	
Α.	God uses John 1:6; Luke 7:20
В.	There wasabout him John 1:6
C.	John the Baptizer was a John 1:7-8; 1 Peter 3:14-16
	marureo =
	John 3:30
	"Jesus said, whoever tried to keep their life will lose it, but whoever loses their life for my sake will preserve it." Jesus Matt. 16; Mark 8; Luke 9; Luke 17
"Live to be forgotten so that Christ can be remembered." D.E. Hoste	
Practically Speaking:	
1.	Light Source
2.	Light Source
3	Reflect the Light

PASCO CHRISTIAN CHURCH

1524 W Marie Street Pasco, WA 99301 509-545-8589 www.pascochristian.com Facebook: Pasco Christian Find us Sundays on the bible app under events





Welcome

WE'RE GLAD YOU ARE HERE!

We're Glad You Are Here! Stop by our Welcome Center in the lobby to find out what is going on, or just say Hi! Take a moment to fill out our Info Card from the seat in front of you. We hope what you are about to experience will **Change Your World!**



Communion:

We celebrate communion every week at PCC. All followers of Jesus are invited to join us by taking the bread and juice as it is passed. Gluten free crackers are available at the sound booth.

Offering:

Feel free to express your gratitude to God through giving. There are even on-line options on our website.

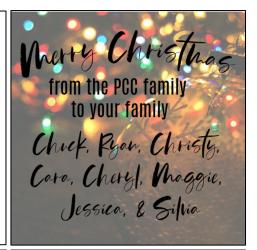
Children:

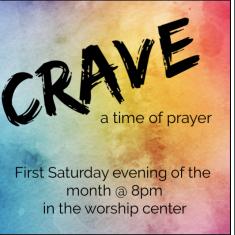
Children ages 2 through 5th grade have classes in our Ed. building & our infant nursery is down the hall from the worship center.



Today's Music

O Come All Ye Faithful/
Sing to the King – 33 Miles
Joy to the World/Unspeakable
Joy – Chris Tomlin
O Holy Night – Public Domain
O Come Let Us Adore Him –
Public Domain
Hope Was Born This Night –
Sidewalk Prophets
What a Glorious Night –
Sidewalk Prophets







We will vote on Board members

January 6th After Service
Leadership Candidate Profiles
posted on the wall near the offices



All year-end giving needs to be received by January 31st to count for 2018 tax purposes.