

[Projected] Bethesda Church Preaching Schedule
“**BACK TO THE BASICS**: *Living the Resurrection!*”
Sunday mornings, May 1st through June 26th, 2011

You hold in your hand our tentative preaching schedule through the end of June. We want to allow for changes that might occur, due to unexpected events or other needs. *However, I intend to preach through the Gospel of John, Chapter 11 over the course of these nine weeks.*

Here’s what you can expect, unless we are deterred, providentially:

May 1, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Delays*”
– John 11:25-26, 1-6

May 8, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Scares Us*”
– John 11:25-26, 7-16

May 15, 2011

Mr. Paul Eikelboom, preaching

(The Wilcoxsons will be in Minnesota with Mark’s family to celebrate his parents’ 50th wedding anniversary!)

May 22, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Disappoints Us (1)*”
– John 11:25-26, 17-22

May 29, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Confronts Us (1)*”
– John 11:23-26

June 6, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Awaits*”
– John 11:20, 25-30

June 12, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Disappoints Us (2)*”
– John 11:25-26, 31-37

June 19, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Confronts Us (2)*”
– John 11:25-26, 38-40

June 26, 2011

“**BACK TO THE BASICS**: *Living the Resurrection, When the Resurrection Calls*”
– John 11:25-26, 41-46

I do hope you will pray for me consistently and “in the Spirit,” as I read, listen, study, pray, prepare, and preach. (Pray also for Paul, as he does the same for May 15th!)

But even more than that, I hope you will pray for those who should be here and will be here – you being in your place as well – to hear and respond in faith to the gospel of the Lord Jesus Christ, preached. – Pastor Mark