

New and Improved

January 5, 2005

As the town of Wellesley enters the new year, the issue people in town seem most passionate about is whether two historic structures will be torn down to make way for "new and improved" structures. Both the Wellesley Inn and the main clubhouse of the Wellesley Country Club have survived just about everything possible except the cultural mandate to be "new and improved".

Actually, I've always found that description a bit suspect ... how can a product which has been around for years suddenly be "new" ... and if it is "improved", that would certainly indicate that the same product which we all had used for years, must have had some tragic flaw that needed improvement. My ... weren't we all stupid not to notice the flaw!

Sometimes, I think the modern church buys into the same type of thinking. What would the people of Wellesley think if I hung a banner over our church road-side sign that said, "*The New And Improved Wellesley Baptist Church.*"

Hmm ... that would say that somehow the gospel was flawed ... that the gospel needed a bit of updating. Sadly, many churches these days are doing just that ... whole teachings of Jesus have been jettisoned (defenestrated)

because they are offensive to our cultural sensibilities. I don't need to belabor what has been discarded - one has only to turn the news on to find out.

Let me assure you that we will stand on Christ, the solid Rock ... and we will pay the price for doing that. For several weeks, someone who did not appreciate my position on certain issues left a plastic bag full of dog excrement on the sidewalk leading up to our front steps. At least they had the courtesy to put it in a bag! Curiously though, when we began to pray for whoever was doing such an action, the action disappeared.

I'm afraid Wellesley Baptist church will never be a new and improved product. Sure, we may change some of the finer details of the church, but I can assure you that we will never budge an inch when it comes to the Gospel of Jesus Christ.