

# Share the Light is a great step

**J**une 6 is the date when we who are members and friends of UPC will once again be asked by our church to make a three-year pledge of our financial support for the UPC Blueprints for Ministry building fund, Share the Light.

We have an exciting history of building projects here at UPC that each have turned out to be wise investments in the ministry and mission of this fellowship. Even the timing of each part of the story has been strategic.

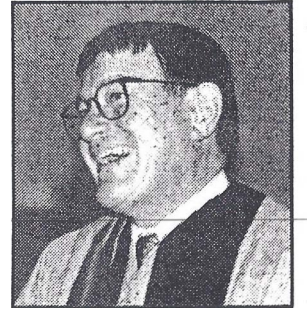
In 1952 our beautiful sanctuary was built. The structure was so sound and strong that we have been able to renew it from within. Then in 1956 the Christian Education extension was added. During the 1970s and '80s Larson Hall was completed and houses along 15th Ave. NE were purchased.

Gradually the interior of our building has been renewed with the new kitchen and Geneva Hall and Children's Ministry redesign. In 1995 we began the major renewal of our narthex, sanctuary, choir rooms and the purchase of across the street parking. Now we look to the future once again as the third floor is completed this summer and the new pipe organ is installed this fall. Once again the vision and the timing has been honored by the Lord.

Jesus begins the Sermon on the Mount with nine blessings, and He sums up these blessings by two simple statements about us that are both challenging beyond our imagination and at the same time, because it is Jesus who says them, they are marks of hope. "You are the salt of the earth therefore stay salty. You are the light of the world, a city set on a hill cannot be hid

therefore let your light shine." Jesus is the salt; Jesus is the light and because of Him we are salt too, and because of Him we have His light to shine. The world today needs preservative presence here and now, and the light of hope both now and for the future.

My prayer for our fellowship at UPC is that we will be by God's grace both salt and light. We are here for such a time as this.



**From Your Pastor**  
*Earl F. Palmer*