

Pastoral Notes

“It’s Blessing Time”-
Ecclesiastes 3:1.

There is a time
for every season and a
season for every time,
but I declare and decree
that **‘It’s Blessing Time’**.
Will you agree with me?

God spoke our
world into existence.
Your words have power

for you to use wisely.
You don’t control how
much time you have
but **you do control
how you use your
time.**

Seasons come
and go and while they
are predictable, they
are not perpetual.
They are subject to
time. But, **through the
power of the Holy**

Key Sermonic Points

1. *You know what you know, and you know what you don’t know, but you don’t know that you don’t know what you don’t know (ponder this one)*
2. *God has a way of masking blessings, not by concealing them, but by not immediately revealing them*
3. *You’ve got to SPEAK your blessing before you can PEEK your blessing*

of life or death, curses
or blessings. **If you
need a blessing, declare
and decree your season
of Blessing then wait
patiently for God to
deliver.**

**Do you know
what time it is?** I’m not
speaking of the time on
your i-Phone or iPad,
but **the time in your “i-
Life.”** God created time

**Spirit, you can impact
the season you are in
and its duration by
speaking and living in
a positive, Godly
manner.**

[Listen to this
week’s powerful
sermonic message](#)

located in the Media
section of this website.

Stay Blessed,
Pastor Robbie

Nuggets:

- Before you reap a harvest you must sow a seed of prayer, love, meditation, time, talent and tithe.
- Live and enjoy your life. Everyone breathing is not truly living.
- All of us have a shot at the starting line of life but we don’t know if we’ll be running a sprint or a marathon.
- Use your faith and positive outlook to imagine the career before completing the degree; the job before having the interview; the house before driving down the block and the spouse before going on the first date.

**“ Time is distributed
equitably, for all will get
some. But time is NOT
distributed equally, for
some will be given more
than others.”**