

“Through patience a ruler can be persuaded, and a gentle tongue can break a bone.”

(Proverbs 25: 15)

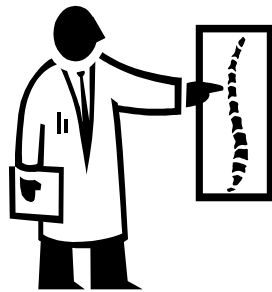


The words of God lead us into two facts that although we know the meaning and accept the great impact that they have, yet we neglect to apply them in our daily life:

1- Through patience a ruler can be persuaded: A ruler or a leader hardly listens to suggestions, advices or requests especially from people lower than them. His decisions and thinking are difficult to be changed. But as we exercise patience to wait for his favour or for his decision to be changed, soon he will be persuaded. While situations change from day to day rulers and rules will also be changed. Even the river paths are changed over a season, so by patiently waiting, circumstances do change and obstacles will be removed.

2- A gentle tongue can break a bone: Hard bones can be broken only by an axe or by a strong knife. If we try to break a bone while eating we may use our teeth but not our tongue. Gentleness is not a mere style of talking but it is the fruit of the Spirit of God in us. A gentle tongue will break a hard heart and can mobilize a stagnant mind. Therefore we should eagerly desire to train our tongue to always speak the truth with love and compassion.

God has been patient and gentle to us while He speaks and convicts us to believe in Jesus and to follow Him as our Master, Lord and God.



MY PRAYER

Heavenly Father, I thank you for your Son Jesus who died on the cross to give me eternal life. O Lord, touch my tongue to speak gentle words. Give me patience to wait for You and help me to do your will. In Jesus' name, Amen.



“Let your conversation be always full of grace, seasoned with salt, so that you may know how to answer everyone.”

(Colossians 4: 6)

The Lord Is My Shepherd

Vol. 2 Issue 7



“Let the word of Christ dwell in you richly as you teach and admonish one another with all wisdom, and as you sing psalms, hymns and spiritual songs with gratitude in your hearts to God.”

(Colossians 3: 16)