

## ***WHAT IS THAT IN YOUR HAND?***

After Moses had slain the Egyptian who was mistreating a Hebrew, he was forced to flee into the land of Midian. As he was tending the sheep of his father-in-law one day, he came upon a bush with a flame rising from its midst, without consuming the bush! Then as God spoke to him from the bush and told him that he was to be the one to lead His people out of Egyptian bondage, Moses began to make excuses. His first excuse was, "...they will not believe me or listen to my voice; suppose they say, `The Lord has not appeared to you.'" (Exodus 4:1) But God simply asked him the question, "What is that in your hand?" (v.2)

Being a shepherd, most likely the "rod" which he held in his hand was a "shepherd's crook" or staff. Yet this simple piece of wood, God used to demonstrate to Moses His power over the things of this world. Furthermore, this is the same "rod" which Moses lifted up to cause the Red Sea to part so the children of Israel could walk across on dry ground, and then the Egyptian armies were swallowed up in the sea as the waters closed in upon them. Such an insignificant "rod," God had turned into a powerful weapon against the enemies of His People.

"What is that in YOUR hand?" Have we tried to minimize the extent of our ability in our own minds to the point that we feel that there is nothing we can do for the cause of Christ? Many do not put to full use that which is within their hand. If our ONLY ability is to visit the sick, are we using this God given ability to its fullest or are we content to do nothing because we cannot do as much as some others might be able to do? This also would apply in the realm of giving. Are we putting that which is within our hands to use in the Lord's work, or are we wasting it on our selfish desires? Just as God used the "rod" in the hand of Moses to demonstrate His power, so also we will show His might and love through us by our using of that which He has placed within our hands, however great or small it may be.

-Gailen E. Evans