

**Christ Community Covenant Church**  
**"Turning Points"**  
**Pastor Curt Vogt - December 30, 2012**

**Luke 15:11 – 32**  
**Story of "The Prodigal Dude"**

I'm not talking today about the most important message of this parable: that God forgives and welcomes back repentant sinners. I'm also not talking about the older brother and his Pharisee-like issues. I'm interested in the Prodigal Son and particularly that moment when he realizes where he's at and what he's done and knows something must change. Turning points - those significant moments when we know something has to change.

God uses those points in our lives to draw us closer to Him and help us become what He wants us to become. We need to deal well with turning points so we can move forward – grow closer to God, be what He wants us to be.

3 Types of Turning Points:

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|-------------------|--|
| 1) "Meh"          | smallest issues, smallest change needed – slight turn, complacency, restlessness, mundane, "non-thriving," attitudes                           |
| 2) "Ooooooh"      | medium issues, medium change needed – partial turn, not getting better, escalating, maybe things out of your control                           |
| 3) "Ugh! ...Duh!" | biggest issues, biggest change needed – full 180° turn, really bad, realize something must change, begin to see results of bad choices and sin |

So how can we deal well with turning points to move forward?

Start keeping watch for turning points

Identify the type of turning point and how big the change (turn) should be

Have courage – want to change

Consider well the consequences and ramifications – Positive

Take responsibility for being where you're at

Carefully (prayerfully) make choices and do it – ACT!

2 Personal Illustrations:

- Losing Weight
- Working/Leaving Little Elementary

Keep In Mind:

- Resist the idea that you can't change or go back
- Go all the way, make the complete change
- Be ready to be pleasantly surprised

The New Year might be a good time to explore those turning points and the changes you should make.