

Pastor's Weekly Devotional – January 15th, 2014

“Ruffled Feathers”

In 2009, a game entitled “Angry Birds” was released. It became an instant hit with fans around the world. The game has to do with a flock of birds that got their “feathers ruffled” when a drove of pigs stole their eggs. The player launches one bird at a time from a sling shot at the pigs, trying to demolish the shelters of the pigs with the objective of killing the pigs before going on to the next level.

It's one thing to laugh at digital birds that get their feathers ruffled than when it happens in real life. The fact of the matter is this. We cannot prevent situations in life where our “feathers are ruffled” and where we are tempted to exhibit “life's rage;” but that doesn't mean we have to yield to the temptation and remain sinfully angry.

Anger can be found in two places – internal or external. Of course, all anger that is manifested externally begins internally. However, we have to distinguish between anger for God's sake (righteous indignation) versus anger for our sake (sinful anger).

“Righteous indignation” involves getting angry about the injustices meted out to others, NOT TO US. Jesus demonstrated this when He whipped the money-changers out of the Temple. This type of anger is not retaliating due to personal injury; rather, it is responding to the violation of a righteous standard of God.

On the other hand, Sinful Anger involves seeking revenge on others; blurting out targeted words of disrespect towards someone, simmer and boil internally with uncontrollable feelings or rage or resentment. This kind of anger is a sin and needs to be confessed and repented.

If we are known for losing our temper, we will be birdbrains and our short fuses will be our swan song. Let's be wise as owls, quick to listen, slow to speak, slow to become angry. The key is using our tempers, not losing them. And remember - God's Grace is sufficient to keep us from getting our “feathers ruffled.”

Have a blessed week. See you in church.

Rev. Sewdin