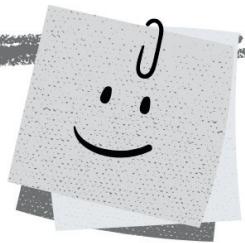


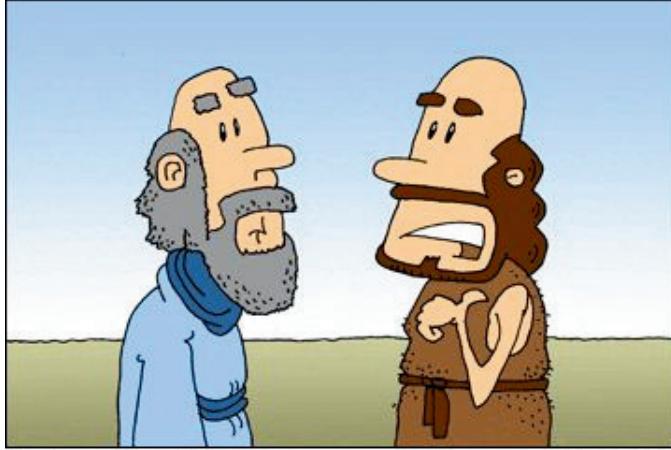
# Faith and Funnies

A newsletter from Faithful Friends KY



October, Vol.1-25

REVERENDFUN.COM COPYRIGHT BIBLE GATEWAY



Thanks to Manuel Silva

09-02-2003

I SWITCHED CHURCHES ... NOW I'M JOHN  
THE EVANGELICAL

REVERENDFUN.COM COPYRIGHT BIBLE GATEWAY



Thanks to Joe Kaufmann (See Psalm 23:5)

05-2

WHAT? ... I THOUGHT MY CUP RUNNING OVER  
WAS A GOOD THING

*Be glad, people of Zion, rejoice in the Lord your God, for He has given you the autumn rains because he is faithful. He sends you abundant showers, both autumn and spring rains, as before. -Joel 2:23*



**Listen!**

The wind is rising,  
and the air is wild  
with leaves...

we have had  
our summer evenings

...now for  
OCTOBER  
EVEs!

Humbert Wolfe



## **Gathering**

*written by Marla Carter*

I do not know how to play Poker. I think as a child, I had the impression that Poker was a game for immoral gamblers. (No offense if you are a Poker player.) In my family, our card game was Rook. If you've never heard of it, I wouldn't be surprised. Rook apparently began as a wholesome alternative to card games like Poker because face cards were, in some people's minds, connected with gambling and worldly vices. In fact, Parker Brothers actually marketed Rook as "the game for Christian homes" in 1906. Rook was especially popular in the South, but it also took hold in the Midwest. Additionally, it became quite popular in many Mennonite and Amish communities, and is still played today with a distinct Mennonite Rook variation. (And if you're wondering, a rook is a kind of large black crow that makes its nests in the tops of trees.)

Rook is not a game you can play alone. You generally need a minimum of four players. It's a game best played in community. When my grandparents were young adults in rural Kentucky, they played Rook with their neighbors. They regularly got together in their homes and played game after game. Competition was tough, the atmosphere jovial, and the relationships were close-knit. Similar gatherings could be found all across the country, but the games were different. In the Midwest it was likely Euchre, in Texas it was Dominoes, in German-American communities it was Pinochle. The games may have been different, but the need for community was the same.

Today, there are hundreds, maybe thousands of games we can download and play instantly on our phones or tablets. We don't need to plan a game night with our friends, trying to match up everyone's schedules. We don't have to clean up the house before they come

*continued on page 3...*

over or make sure we have snacks and drinks. Tap and play—no waiting, no inconvenience. But those games ignore the fact that there is no replacement for in-person, face to face, interactive social gaming.

In recent years there has been a growing fascination with the ancient Chinese game Mahjong. If you haven't heard of it, you will. It's rapidly gaining interest in America, though it has been in the country for over a century. Mahjong is a game played with tiles and is similar to rummy. Players draw and discard tiles to form winning combinations. Just as with card games, there are many variations based on geography and personal preference—Hong Kong, traditional Chinese, Japanese (Riichi), American, British, just to name a few.

Of course the major appeal of Mahjong, like Poker or Pinochle, is the experience of playing with a group. As one friend told me, "It's the community I didn't know I needed." That's why the game is popular; it's actually not about the game. Whether we are reaching for a card, a domino, or a tile, what we're really after is connection—conversation, laughter, acceptance, and belonging.

The Bible reminds us, "Therefore encourage one another and build each other up, just as in fact you are doing."— 1 Thessalonians 5:11 (NIV) Encouragement doesn't always arrive wrapped in a sermon. Sometimes it shows up in a shared laugh, a slice of pie, or a friendly game where the score doesn't really matter. Whether you need encouragement or not, there is likely someone in your circle who does. So make social activities and games a priority. When we gather like that, we are doing something deeply spiritual, whether we realize it or not. We're creating a small circle of fellowship—something God designed us to need. In a world that can be noisy and lonely, that little table becomes holy ground.

## Let's Play a Game!

K	T	C	E	X	Q	L	W	W	D	Y	P	M	R	R	R	S	J	V	A
C	V	G	N	O	J	H	A	M	K	O	C	O	T	O	E	O	C	A	O
X	H	H	V	B	C	A	R	D	S	T	E	J	J	L	O	L	T	N	K
F	U	T	N	R	C	E	P	R	S	D	N	E	I	R	F	K	C	T	V
E	R	O	C	S	Q	F	F	U	U	O	T	T	K	E	B	M	S	O	M
T	C	Z	R	N	U	N	I	N	P	M	F	J	O	H	W	K	X	H	G
L	B	Y	T	E	L	H	C	O	N	I	P	C	M	T	Q	D	N	P	I
U	Z	E	A	R	N	Q	N	E	V	N	C	P	F	A	B	Q	Y	G	S
N	E	G	B	G	E	N	Z	L	Q	O	L	R	C	G	G	V	T	O	T
J	S	D	L	K	F	F	I	M	O	E	U	B	E	R	D	L	F	P	N
D	V	I	E	D	Y	F	N	W	X	S	N	F	J	E	L	H	R	L	I
M	R	R	J	K	R	G	A	I	U	I	U	I	O	K	R	O	Z	S	O
V	F	B	Q	P	S	E	X	G	O	U	J	Z	B	O	L	H	V	M	P
E	H	C	O	M	M	U	N	I	T	Y	V	O	Y	P	X	N	C	W	O
L	E	M	B	Q	N	A	B	S	N	Q	J	D	N	U	O	R	I	U	M
D	Z	F	F	U	N	X	A	V	C	W	Z	Q	W	D	P	R	R	J	E
U	V	K	G	R	Z	W	G	H	H	C	Z	R	P	M	D	T	M	H	Z
E	S	M	X	U	J	P	Y	D	U	Z	F	X	K	O	M	D	F	O	R
N	L	J	X	P	F	R	E	J	S	Q	X	K	O	T	K	Z	R	D	N
K	W	X	N	B	R	N	M	M	D	U	H	P	O	C	H	X	B	I	U

ROOK  
DOMINOES  
PINOCHLE  
SCORE  
COMMUNITY  
WINNER

MAHJONG  
BRIDGE  
CARDS  
FUN  
GATHER  
TABLE

POKER  
EUCHRE  
TILES  
FRIENDS  
ROUND  
POINTS

