17th Sunday Ordinary Time - Year A

- The LORD appeared to Solomon in a dream at night.
 God said, "Ask something of me and I will give it to you."
 - o Can you imagine!
 - o Solomon asked for Wisdom -- What would you ask for?

Get rid of all my problems – bills, grumpy boss, ... (Get out of here)

- Jesus tells a story about a man who wanted treasure, and found one in a field.
 - He was so happy that he sold everything he had and bought the field so that the treasure would be his.
- Jesus told about <u>another man who wanted fine pearls</u>.
 - When he found a pearl that was the very best, he sold everything that he had so that he could buy the pearl.

0

- Things we want have value and we give them their value
 - O What you might find value can be different from what I do
 - Junk -2^{nd} hand Antique \rightarrow dependent upon how you value it
 - o I put stuff out as trash that gets picked up my others (we take bets)

0

- The problem is we tend to do this with people too
 - o Today's hero is tomorrows goat (Manny Ramierez is he worth \$20M)
 - How about your cell mates some of you are happy, some not
 - How do we put a 'value' other people?
 - How do we put a 'value' on ourselves?
 - I look at myself some days as a total screw up.
 - I'm no good I've screwed up I'm in prison

• The truth is – WE ARE GOD'S BELOVED

0

- These men in the Gospel found something that they thought was worth giving everything they owned so that they could have it.
 - o Jesus wasn't talking about buried treasure or pearls
 - He was talking about the kingdom of heaven.
 - o The kingdom of heaven is more precious than silver, gold, or jewels.
 - o That is why Jesus calls us to give up all that we have and follow him.

0

- o But the Kingdom is not about giving stuff up
 - When Jesus was asked the greatest commandment
 - LOVE GOD, LOVE NEIGHBOR
 - No Thou shall not's
 - Augustine "Love God & do what you want"
 - As God's Beloved we seek His Kingdom
 - o By loving God and our neighbor
 - o Because both are precious and so are we.