



**Risk Your Story!**  
Matthew 26 & Mark 14 & John 12  
Roger Ellis | Lead Pastor

Legacy...all of us will be remembered (at least briefly) for something.

- Jesus [\*the One was healed...raised...Son...Savior...Redeemer\*](#)
- Simon [\*the one Jesus healed of leprosy\*](#)
- Lazarus [\*the one Jesus raised from the dead\*](#)
- Martha [\*the one who served Jesus\*](#)
- Judas [\*the one who betrayed Jesus\*](#)
- Mary [\*the one who did a beautiful thing to Jesus\*](#)

**How will you be remembered?**

1. I will be remembered for what I actually [\*did\*](#) for Jesus.
2. I will be remembered for my [\*loyalty\*](#) to Jesus.
3. I will be remembered for my [\*posture\*](#) before Jesus

THE

**ONE THING:** [\*"the one who"\*](#)

**Miss something?** Completed sermon notes are available online. Binders to organize your sermon notes are available at the upstairs Welcome Desk.

## NEXT STEPS

- Memorize Hebrews 6:10.
- How would you describe your posture?
- Is it too late to change your legacy?
- Find your place to serve this ministry year!

## NOTES FOR PERSONAL & SMALL GROUP STUDY

### KEEPING IT REAL

**1** Early in our lives, most of us do not give much time to developing our legacy because we are too busy with the "now." In five bullet points or less, what would you like your legacy to be?

### LOOK AT THE BOOK

**2** Walk through Hebrews 11. Select a few individuals and summarize their legacy.

**3** You are building a legacy whether you intentionally do so or not. What does Psalm 90 have to say about legacy? Is it wise to neglect your legacy? Why or why not?

### TAKING IT FURTHER

**4** What is the risk and the reward (or lack thereof) of building a legacy? What will you do to pursue the legacy God has for you?

## WORSHIP LYRICS

If you'd like to spend more time with the lyrics from any of the songs this morning, please click on the song title below to continue worshipping.

[Oceans \(Where Feet May Fail\)](#)

[Indescribable](#)

[What a Beautiful Name](#)

[Build My Life](#)

[We Believe](#)