

Compass or Clock?

But I am trusting you, O LORD, saying, "You are my God!" My future is in your hands. Rescue me from those who hunt me down relentlessly.

Psalms 31:14-15

A friend said, "My problem is that I have surrendered my time to work, to other people, and to bad habits."

That truly *is* the problem, not only for my friend but also for many of us. We should first surrender our time to God. God owns it anyway. Unfortunately, we often ask God to wait in line for leftover time. No wonder life seems out of sync! We need help with our task to manage properly what has been entrusted to us until Christ returns or wants it back, and that includes our time.

Think about a compass and a clock. Two very important tools with two very different purposes. One would be wise not to confuse the two. To surrender our time to God is to be governed by a compass rather than to be controlled by a clock. A compass provides a sense of direction, purpose, vision, perspective, and balance. A clock measures duration, the expenditure of time. A compass determines effectiveness—doing the right tasks. A clock determines efficiency—how long it takes to accomplish a task. Each has its place. But, the compass must come before the clock; therefore, effectiveness before efficiency. The "mega priorities" of the compass subordinate the "mini priorities" of the clock.

A compass, therefore, becomes a symbol of an internal guidance system that provides us with our values and convictions based on God's Word. This non-negotiable governs our lives. In the same manner that the magnetic force pulls the compass needle, it is God who governs the drive of our lives. We surrender to his force.

Our time should be surrendered to God daily. I asked a friend who is engaged in many pursuits successfully how he managed it all. He said, "I give my first minutes to God, then I commit the remainder of the day to his Lordship. And amazingly I work more effectively and efficiently."

Have you surrendered your time to God? Is your future in his hands?