

Sisters and Brothers,

Greetings from the southern end of the State! I hope this finds you all well. The saga of Corvid-19 continues. Cases continue to mount in New Mexico. The good news is that recoveries also continue to mount.

Living in the country has kept me from being house bound. I have made progress on our house. The upstairs bath is coming along nicely and laying tile is on the horizon! Two new chicks have hatched in the incubator and I am getting between 16 to 18 eggs a day. The “calling tree” is continuing to keep us connected to our sisters and brothers in lieu of physically meeting.

When I need food or supplies, I am diligent in wearing a mask and wiping down my hands and anything I have touched with bleach water so as to not transmit a possible virus. I keep in mind the lesson of Ruth. I strive to be steadfast, constant and true. And so must we all. Keeping in mind that we, as an organization, are more “mature” (a word brought to me by a PGM) means to me that we should be extra cautious in our interaction with society.

Human beings have to perform certain functions to exist. We require food. We require water and clothing. We must somehow get these items. Societies also require certain things to exist. Commerce is one of those things. Our communities are going to have to “restart”. They have to. As communities restart, we must do what we think is right for ourselves and our sisters and brothers. And be steadfast in protecting those we love.

That brings to mind a story I heard about a store patron. An elderly gentleman was having trouble counting out his payment for purchases and the clerk finally asked him if she could give him some help. She helped him with the counting of his money and he left with his purchases. The store patron moved up with his purchases. He then told the clerk that he was impressed with the patience and way she had helped the elderly gentleman. Her reply was, “Honey, we are all supposed to love one another”.

Sincerely, Your Brother,
Bob Bradshaw,
Grand Sentinel

