

We Are Called To Serve



Inspired by our patron Francis of Assisi, we seek to proclaim the reign of God by growing in Holiness through our experience of Christ in word, sacrament and one another, offering Hope to those who hunger for human dignity, and extending Hospitality to all



I do not remember if I heard the following from a Secular Franciscan, Fr. Steve Kluge, or both.

While God does not call all of us to be materially poor, he does call all of us to be poor in spirit. As Franciscans, we are called to be pure in heart-chaste, poverty of spirit and obedience to live the Gospel. As I reflect on this, I'm drawn to how this compliments our Parish Mission.

So, what does all this mean for us?

We are called to serve.

While we do this in several ways, some of our staff (shoutout to Tim Fasano for spearheading this effort) have created a platform that allows us to live our Franciscan Charism, called St. Francis Serves!

St. Francis Serves https://stfrancisraleigh.galaxydigital.com is a great tool, where by simply entering in your interests and when you are available to serve, helps customize volunteer opportunities to your specific interests. (Justice and peace, community garden, caring casseroles, and so many more)

In addition, you can track your hours, see your hours by interest/ministry, share stories of how an event helped you live out the gospel (Moments of Grace Blog) and so many other cool things.

If you are on St. Francis Serves, hope you are enjoying it. If you are not, I hope you will consider partnering with us as we continue to receive Gods gifts gratefully, cherish/tend them in a responsible and accountable manner, share them in justice/love with others and ultimately, return them with increase to the Lord. (See links below)

https://stfrancisraleigh.galaxydigital.com/need/ (volunteer now-hospitality)
https://stfrancisraleigh.galaxydigital.com/blog/ (community)

https://stfrancisraleigh.galaxydigital.com/how-to-use-st-francis-serves/ (How to use-YouTube Videos)

Pax et Bonum, Chris

