

plans for the week to come, you will suffer for it. God will leave you in darkness; your love will be cold, your prayers formal, and you will be disqualified to engage profitably in the services of the sanctuary.

6. DO NOT CRITICIZE THE PERFORMANCES OF YOUR MINISTER.—If he has preached a poor sermon, make the best of it; if a good one, be thankful and improve it. Your praise or censure can do no good either to him or yourself. You will profit far more by praying over the sermon, and applying it to yourself, than by criticizing it.

7. SPEND EVERY SABBATH AS THOUGH IT WERE YOUR LAST.—Your last Sabbath will soon come. Perhaps the next will be your last. Spend it then as you will wish you had done, when you review it millions of ages hence. If you knew it would be your last, you would be much in prayer, you would banish worldly thoughts and conversation, you would read your Bible, you would meditate much on divine things, and examine the foundation of your hopes for eternity. Do this, and your Sabbath will not be spent in vain.—*American Tract Society.*

## CARD-PLAYING.

“Why do Christians object to card-playing?”

1. *On account of its avowedly worldly character.*

By a sort of universal verdict, it has been set down as a purely worldly amusement. On what account this has been done we are not prepared to say. But it is so. Universally, card-playing is taken as a symbol of worldliness, gayety, and trifling. And our view of the amusement is, with judicious Christians, quite enough to prevent their indulging in it. A line must be drawn somewhere to distinguish the Church from the world, and one of these lines and a very proper one it is—has been drawn round those amusements which bear the character as above. To step over that line is, in the estimation of the truly good, an inconsistency and error, and Christians wishing to preserve a conscience void of offence and give offence to none, are careful not to err in this respect. This is in perfect keeping with apostolic precept and example.

2. *Another reason lies in the extremely trifling character of cards.*

The game is one of the most silly, unmeaning, and trifling amusements, calling forth no deep thought, no skill worth the name, and so far as either the party themselves or others are concerned