

A composite image featuring a cityscape at night with a prominent stone wall in the foreground. The wall is made of large, light-colored blocks and runs diagonally across the frame. Below the wall, a multi-lane highway is filled with cars, their headlights and taillights glowing. In the background, city lights and distant mountains are visible under a dark sky.

City of Refuge

“You are the light of the world. A city set on a hill cannot be hidden.”

-Matt 5:14





Joshua 20:1-6

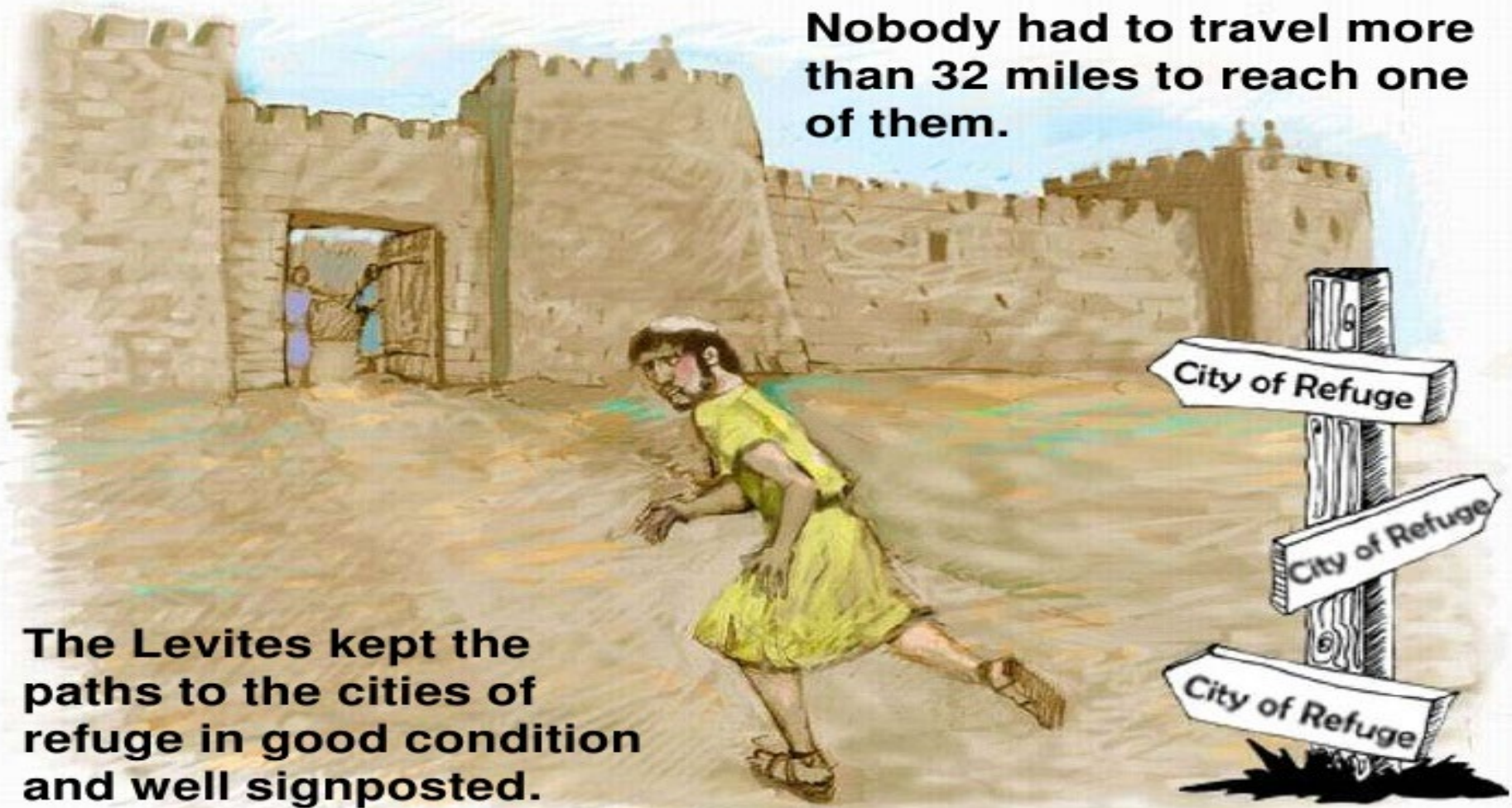
Then the LORD said to Joshua: ² “Tell the Israelites to designate the cities of refuge, as I instructed you through Moses, ³ so that anyone who kills a person accidentally and unintentionally may flee there and find protection from the avenger of blood. ⁴ When they flee to one of these cities, they are to stand in the entrance of the city gate and state their case before the **elders** of that city. Then the **elders** are to admit the fugitive into their city and provide a place to live among them.

Joshua 20:1-6

⁵ If the avenger of blood comes in pursuit, the **elders** must not surrender the fugitive, because the fugitive killed their neighbour unintentionally and without (premeditation) malice aforethought. ⁶ They are to stay in that city until they have stood trial before the assembly and until the death of the **high priest** who is serving at that time. Then they may go back to their own home in the town from which they fled.”

Nobody had to travel more than 32 miles to reach one of them.

The Levites kept the paths to the cities of refuge in good condition and well signposted.



Levi Tribe

the Levites were the only Israelite tribe that received cities but were not allowed to be landowners because "the Lord God of Israel is their inheritance, as he said to them"

(Joshua 13:33)

Cities of Refuge

Scale of Miles
0 10 20 30 40



Cities of Refuge

1. **Kedesh:** to sanctify, set apart, consecrate and therefore to make holy.
2. **Shechem:** between the shoulders or burden bearer.
3. **Hebron:** Joining or fellowship.
4. **Bezer:** signifies a fortified place
5. **Ramoth:** signifying to be high, raised up, exalted.
6. **Golan:** is rejoicing through deliverance.



JESUS IS OUR CITY OF REFUGE

The story of Durbanville

Durbanville was designated by Jan Van Riebeeck in 1652 around a fresh water spring and was primarily a watering station for travellers between Cape Town and the interior. Durbanville was originally known as Pampoenkraal.

The story of Durbanville

The village grew rapidly after the turn of the 19th century and a local wagon industry developed. The King Brothers Wagon Works' used to be South Africa's biggest wagon works. At the turn of the century, it employed more than 200 men, which just about accounted for the entire village.



1 Peter 2:9 NLT

But you are not like that, for you are a chosen people. You **are royal priests, a holy nation, God's very own possession.** As a result, you can show others the goodness of God, for he called you out of the darkness into his wonderful light.



Care

<STRETCH>

Leadership

shofar

Missional

Prayer

Missional

¹³ “You are the salt of the earth. But what good is salt if it has lost its flavour? Can you make it salty again? It will be thrown out and trampled underfoot as worthless. ¹⁴ “You are the light of the world—like a city on a hilltop that cannot be hidden.

-Matt 5:13 NLT



The white picket problem

A stone wall with a crenelated top, featuring the text "JESUS IS OUR CITY OF REFUGE" in large, red, distressed letters. The wall is made of light-colored, weathered stone blocks. The text is painted in a bold, sans-serif font with a rough, textured appearance. The background shows a clear blue sky and some sparse, dry vegetation in the foreground.

JESUS IS OUR CITY OF REFUGE

