

Welcome

Easter is one of our favorite holidays to celebrate because it has the greatest meaning for our faith! As we look forward to Easter, we are grateful you have joined us for this special event.

What is a Prayer Walk?

As you enter the Prayer Walk, we invite you to step away from the demands and distractions of life and spend time connecting with God through listening, prayer, and reflection. The path is about one third of a mile, or the same distance as the Via Dolorosa—the path Jesus walked from Pilate’s court to the cross. The scripture, natural surroundings and art encountered at each station follow the mission and ministry of Christ.

You may come alone, with family, or with friends. We envision this as an opportunity for us as a church community to pray together, for God’s word to spread, and for people to hear about the loving saving grace that can only be found in Jesus Christ, our Savior.

What do I do?

There is no right or wrong way to journey this path of prayer. You may choose to spend time in silent reflection, meditate on the scriptures posted at the stations, express the prayers of your own heart either silently or spoken, or follow the reflections and prayers in this guide. Regardless of what you decide, we believe you will encounter God’s presence as you spend time in prayer and contemplation in this holy space.

- Come prepared for the weather as this is an outside event.
- As you walk take time to pause, read from the provided scripture passages, and pray for who and what you see around you.
- Be open to how the Holy Spirit may prompt you.
- Enjoy!

When is the Prayer Walk open?

The Prayer Walk begins on the evening of Palm Sunday usually with some additional family friendly events taking place from 6-7 PM (check out our Facebook page for more information on specifics). If you can’t join us then, please know that the scriptures and guided prayer signs will remain in Bubeck Park throughout Holy Week.

How much does it cost to attend the Easter Prayer Walk?

This event is FREE!