

Pastor Matthew W. Moore
with Deacons, & Trustees of
Cedar View Baptist Church



Wednesday, November 8, 2023

On the afternoon of Tuesday, November 7, 2023, we became aware that Kyle Hilleary was arrested for the charge of Exploitation of a Child on the morning of the same day. This information initially came to our attention when two investigative reporters contacted the church office to confirm the arrest. Kyle was released on bond the same day. We are not aware of any additional information.

Upon hearing of this, I, Matthew W. Moore, immediately contacted our deacon chairman and our trustee chairman in order to take careful steps toward upholding our legal processes (Romans 13:1–7) while caring for the church (1 Peter 5:2). We will comply with the authorities to the fullest extent, should they choose to question Cedar View Baptist Church. As of this writing, we have not been contacted by any governmental authorities, and we have had no direct contact with Kyle or members of his family.

Kyle is suspended from his employment indefinitely, until the church can together take further action in accordance with its bylaws.

To all who read this, it is the church's sincere desire that no reproach come upon the Name of Jesus Christ. Yet, we know we are terribly broken people, fraught with sin and its devastating effects. We condemn all evil, even when it is found in us. In our constant need, we cry out to the God of justice for mercy. And in His grace He already answered us in the eternal Son, perfect in life, bloody in death, and victorious in resurrection. Through tears, but in faith, we cling to Jesus for His endless supplies of grace and mercy, for His wisdom and strength. Through tears, we ask you to join us in seeing justice served. We also plead with you to know the just and merciful God through His Son.

We ask you who already follow Christ arm-in-arm with us to lament and pray fervently for the righteous Lord to guide us and make his glorious Name known in our communities.

Matthew W. Moore, pastor