Today's Message

02/11/2024

Sermon: "Jesus' Rule"

Scripture: Matthew 5: 23-24; Hebrews 12: 14-15;

Matthew 18: 15-17a; 2 Corinthians 5: 17-19

Speaker: Pastor Deb Ketcham

ings I'd like to remember from the message today:		

Go Deeper This Week

Scripture and Questions for Study and Reflection:

Read Matthew 5: 23-24.

- 1. Have you witnessed anyone going to another during a worship service to make amends?
- 2. How would you feel if someone came up to you during the offering to make an apology?

Read Hebrews 12: 14-15.

- 1. What are some of the disagreements, issues, and problems which have spread throughout our church?
- 2. How did they make you feel?
- 3. Did you and others feel defiled?
- 4. People can agree to disagree and live in peace.

Read Matthew 18: 15-17a.

- 1. Why is it so hard for others to follow Jesus' Rule?
- 2. Why is it so hard for you to live into Jesus' Rule?
- 3. Have you ever asked that your complaints, about another in the church, remain confidential?
- 4. What does Jesus' Rule say to do instead?

Paul wrote to the Galatians, "Take care that you yourselves are not tempted (or pulled in to something) too." What will you do the next time a friend comes to you with a complaint or comment that someone did something negative?

Will you help them follow Jesus' Rule and ask, "Did you talk to the person?" If the answer is no, ask, "Will you go to them and share your hurt, pinch, or concern?" If the answer is still no, you may offer to go with them as a neutral party.

If your friend still refuses to go, remind them of Christ's Rule. If they still won't try to reconcile the problem/issue, they themselves are the issue. This is a hard teaching by Jesus, but necessary for the church to be a safe place for all.

Prayer of the Week:

Jesus, we love so many of your teachings, especially that you love us; but you also have some very hard ones. Help us reflect upon our part of allowing conflicts, disagreements, resentments, or pinches to perpetuate in our church. Help us follow your Rule. Amen.