LIFE GROUPS

DISCUSSION QUESTIONS

- 1. When have you suffered due to the decisions of others? How did you respond to that situation? What would you change about your response as you look back on it?
- 2. Read Romans 12:14. Why is our natural response often to get revenge rather than to bless those who hurt us by their decisions? What does it look like to bless those who hurt us?

COMMENTARY: David was anointed by the prophet Samuel to be the next king of Israel (1 Samuel 16). Later, David killed Goliath the Giant, which led to a great victory for Israel over their enemies, the Philistines. Afterward, King Saul called David to serve him and the nation of Israel (1 Samuel 17).



When You Suffer Because of Others' Decisions

1 Samuel 19

October 1, 2017

- 3. Read 1 Samuel 18:1-11. What brought about this sinful attitude and action from Saul? How can we be on guard to keep from falling into the same sin?
- 4. Read 1 Samuel 19:1-7. What did Saul do this time? How did Jonathan and David respond to Saul's sinful actions?
- 5. Read 1 Samuel 19:8-18. What caused Saul to not keep his promise to God (verse 6)? How can you relate to Saul's struggle?
- 6. How did Saul's actions impact those in his world (David, Jonathan, Michal, his soldiers and the nation of Israel)? How did David, Jonathan and Michal respond? What can we learn from them?
- 7. As Jesus was dying on the cross, he said, "Father, forgive them, for they do not know what they are doing" (Luke 23:34, NIV). In light of Jesus' words, what should our response be to those who hurt us?
- 8. Why is it important to remember that we have hurt others, especially Jesus, through our sinful decisions?
- 9. *Who do you need to apologize to because they were hurt by your sinful decisions? Who do you need to forgive because you were hurt by their sinful decisions?
- 10. What next steps does the Lord want you to take in light of these Bible passages?



^{*}The answer can be shared in group, but for some they may feel more comfortable telling an accountability partner.