

The subject of vengeance is something that I would like to consider for a few minutes. In Rom 12.19, we read, '...Vengeance is mine, I will repay, says the Lord'. I know that when people hurt us it is natural for us to want very badly to even the score. But we have a scripture that commands us to leave it to the Lord. But should we take such great comfort in that verse, as we imagine in our minds how God will get those who hurt us? Let us read another verse in Romans 12, verse 14: 'Bless those who persecute you; bless and do not curse them'. Now this is a little harder to do; to try to treat offenders well. But the real killer is in Mt 5.44, 'But I say to you, Love your enemies and pray for those who persecute you.' What this means is that we are to pray for their salvation. Boy, this just makes the idea of vengeance vanish entirely. Far from looking forward to their punishment, we should hope that they come to God and he forgives them. This is hard!

But the scriptural example is clear. Stephen prayed that his murderers be forgiven. And Jesus, too, did the same. Now, we might be able to forgive someone after the pain had subsided a little. But Jesus at the height of his pain, at its greatest intensity, he looks down through it and forgives his enemies. We must strive for this. We must remember that this is how God treated us, for we read in Rom 5.10, 'While we were yet enemies, Christ died for us.' If there is anyone...

Conclusion:

Jesus: the Good Teacher

Deflect the compliment

Feeling of Humility

Don't get it very often

God is the true power of Good

Heb 10:24, 25 And let us consider how we may spur one another on toward love and good deeds. Let us not give up meeting together, as some are in the habit of doing, but let us encourage one another--and all the more as you see the Day approaching. Do we inspire?

Let us compliment. Instead, we want to be complimented.

Where did Jesus compliment someone?

I have not seen such faith, no not in all Israel, Matthew 8:10

We must try to encourage others