Class 5: Romans 12–14 Relational implications of the gospel: What to do with our relationships in light of the gospel.

Previous Assignment

• How'd it go? 3e [Book Study]: Do a detailed question and observation of your 1–3 verses (Step 3e in "How to Do a Book Study")

Next Assignment

• Do a word study from your 1–3 verses (Step 4 in "How to Do a Book Study")

Introduction to Romans 12:1–15:6

It's about relationships. Here's the outline:

- 12 Relationships within the body of Christ: special and general fits and love
- 13 Relationships in the world: governmental relationships and love
- 14:1–15:6 Working relationally toward unity with the special issue of food and drink

12 Relationships within the body of Christ: special and general fits and love

Opening two verses

- v. 1 "Mercies" of God:
- From BDAG (Gk oiktirmos), it means: "display of concern over another's
 misfortune, pity, mercy, compassion" and it's almost always used in the plural
 to emphasize "the concrete forms of expression taken by the abstract concept."
- God's mercies are the ways in which he cares for his people in the ways we just unpacked.
- He's saying: In view of that, take mercy on one another!
- "Holy and pleasing/acceptable to God": he has a particular way he wants things, and you're about to tell you what that looks like.
- v. 2: You've been formed by the patterns of this world, but don't do that anymore! Instead, be *transformed in the mind* so that you can know what to do—what's good, pleasing (same word as in v.1), and perfect (*teleios*).
- What we'll see in Romans 12–14 are the two Pauline walking sticks of 1) holiness and 2) unity.

Special Gifts and the Gift of Love

- God gives us each a proportion of grace, so use it!
- The pyramid of calling: general, spiritual, specific.
- The story of my calling to teach.
- How to find your calling:
 - 1. Pray and fast
 - 2. Read Scriptures for examples
 - 3. Get honest feedback from real people
 - Ask people why you're friends: find your "why" (Simon Sinek)
 - From people who know you
 - And from people who don't know you
 - 4. Look for fruit
 - 5. Look for delight
 - 6. Experiment broadly if possible
 - 7. Read biographies
- At the end of v. 13: Hospitality and community
 - Book of the year this year Find Your People: Building Deep Community in a Lonely World by Jennie Allen (WaterBrook, an imprint of Penguin Random House)
 - What's one way you can grow in hospitality
 - Even to strangers?! Our family rule of life: I haven't figured this out much yet.

13 Relationships in the world: governmental relationships and love

vv. 1-7

- The "authorities" defined
- "Be subject" doesn't mean you do everything they say. Rule of thumb: Obey unless they tell you to do something contrary to what's clear in the Word of God. This calls for discernment. It's the Romans 13 / Acts 4 principle. Examples:
 - Masks
 - Vaccine

vv. 8-14

- Love again!
- Salvation is nearer: The tenses of salvation again.
- Light without darkness.
 - Works of darkness
 - Armor of light
 - Live in the light
 - v. 14: Make no provision for the flesh!

14:1–15:6 Working relationally toward unity with the special issue of food and drink

- x. 1-12 Strong and weak intro
- Weak in the faith defined here
- Strong in the faith defined here
- Weak and strong defined today: What are issues that are controversial today?
 - Masks and vaccines again: For some it's a conscience thing, for some it's not. Live and let live in light of the law of love.
 - Food and drink actually, but for different reasons!
 - What else?
- x. 13-23
 - v. 13: Live a non-condemnation life about controversial things
 - v. 17: Kingdom! The reign of God; what this room (and world) would look like if God were in control of every molecule
 - v. 23: Faith/fulness: Eat in accordance with your faith.
- 15:1-6
 - Don't be selfish! Put up with and please others.
 - Christ is our model for self-denial
 - v. 5: The steadfastness of God, which we learned about in Romans 1–11, is what we needed the whole time for living with each other!
 - v. 6 "Together with one voice" glorify God. Unity!

Q&A