

Back To Cool #8

Fight Prevention

1 Timothy 2:1-8 ¹I urge, then, first of all, that requests, prayers, intercession and thanksgiving be made for everyone-- ²for kings and all those in authority, that we may live peaceful and quiet lives in all godliness and holiness. ³This is good, and pleases God our Savior, ⁴who wants all men to be saved and to come to a knowledge of the truth. ⁵For there is one God and one mediator between God and men, the man Christ Jesus, ⁶who gave himself as a ransom for all men--the testimony given in its proper time. ⁷And for this purpose I was appointed a herald and an apostle--I am telling the truth, I am not lying--and a teacher of the true faith to the Gentiles. ⁸I want men everywhere to lift up holy hands in prayer, without anger or disputing. (NIV)

A fight occurs when two or more opposing parties clash.

“Anybody can become angry — that is easy, but to be angry with the right person and to the right degree and at the right time and for the right purpose, and in the right way — that is not within everybody's power and is not easy.” Aristotle

I. This passage gives advice on fight prevention.

- A.** To avoid general clashes with **others** offer up various types of prayers for them. V. 1
- B.** To avoid clashes with the **authorities** over us specifically offer up various types of prayers for them as well. V. 1-2
- C.** Keep the “**Big Picture**” in mind over our personal goals and desires. V. 3-4
- D.** Peace with God begins with **The Mediator** and affects our relationship with others. V. 5-6
- E.** We are the heirs of this ministry of **peace**. V. 7-8

II. Here are some practical ways to apply these truths of fight prevention.

- A.** Look for the **good** in everyone and take it to God as praise.
- B.** We should never let the failings of others **justify** our ungodly anger.
- C.** Make presenting the Gospel to our **enemies** be our number one priority.
True peace only occurs when both parties have peace with God.
- D.** We need to deal with our **bitter roots**. Not doing so creates enemies out of friends.