

## Sermon Notes: So Long, Sin

1. <u>Priority</u> :			
2. <u>Preparation</u> :			
3. <u>Practice</u> :			
4. <u>Past</u> :			
5. <u>Price</u> :			
6. <u>Perspective</u> :			
7. <u>Promise</u> :			

## GC GRACE CITY

## Gospel Applications: So Long, Sin

- 1. Where in your life is the conflict between the will of God and the desires of flesh most obvious to you? How does this conflict manifest itself?
- 2. The desires of the flesh are often associated with self-indulgence or a lack of self-discipline and self-control. Where do you observe this in our culture today? Where do you observe this in your own life?
- 3. Self-denial *can be* the solution to self-indulgence. But what are some other factors that could make self-denial just another new problem vs. an actual Gospel solution?
- 4. What are some kinds of "suffering" you've had to endure because you chose to do the will of God? Realistically, what's the worst suffering you think you'll have to face for obeying Christ rather than pleasing the world?
- 5. What are some things you gain by satisfying the desires of the flesh or the demands of the world? What are some things you lose?
- 6. Where in Jesus' life do you see the starkest choice between the will of God and the desires of the flesh? How do Jesus' words, attitudes, and actions in this situation speak to your situation?
- 7. Practically, why do you think we try so hard to avoid suffering? In light of the Gospel, why might suffering not be as big a deal as we make it?
- 8. How does seeing Christ as the Judge of the living and the dead motivate you when faced with decisions about whose will you will follow? How does Gospel truth push this judgment toward a positive motivation rather than merely a fearful warning?
- 9. What's a decision you're facing right now, or a recurring decision you often face, where the will of God and the desires of the flesh are at war with each other? How are you thinking about that decision in light of this text?
- 10. What one thing will you do in response to this message?