REVERENCE AND GODLY FEAR JUNE 25, 2023

PS. 89:7 NKJV, HEB. 12:28-29

Whether collectively or individually, the acceptable way to serve God is with reverence and Godly fear. The reason being, our God is a consuming fire.

PHIL. 2:12-13 AMPC

Not with love and kindness, but with serious caution and watchfulness, we work out our salvation.

"Carry Out to The Goal"

2 COR. 5:8-11 NIV, AMPC

The goal is to live lives that please God. The motive is knowing one day we will give an account of how we lived our lives on Earth.

• We can't make God love us any more than He does, but we are responsible for how pleased He is with us (COL. 1:9-10).

Developing Godly Fear

- 1.) Ask. **PS. 34:9-14 AMPC**
- 2.) Highly esteem God's Word. IS. 66:1-2 NKJV
- 3.) Consider His creative powers. JER. 5:22
- 4.) Tithing. **DEUT. 14:22-23**
- 5.) Remember our chief duty. ECCL. 12:13-14
- **6.)** Learn from others.
 - A.) Nadab and Abihu. LEV. 10:1-3 One's approach
 - B.) Ananias and Sapphira. ACTS 5:5-11 Don't lie to God.
 - C.) Moses. **HEB. 12:18-21** The law was temporary and meant to point people to Christ, who is the end of the law.
 - If God was serious about establishing a temporary law, "how much more" serious is He about people coming to Christ and serving Him with reverence and Godly fear (HEB. 12:25-29 MSG)

The Benefits (ACTS 5:12-16)

- 1.) People got saved, healed, delivered from unclean spirits, and made whole.
- 2.) Evangelism became effortless (ACTS 9:31).

About Reverence

- 1.) Honor and respect that is inwardly felt and outwardly demonstrated.
- **2.)** Having a wholesome dread of displeasing God.
- 3.) Living with a conscious awareness that we are in the presence of a Holy God.
- 4.) Worship inspired by awe (PS. 5:7 HCSB).
- **5.)** Leads to obedience and doing things God's way, not ours.
 - 2 CHRON 26: 16-20 King Ussiah was irreverent and suffered the consequences.
 - 1 COR. 11:30 AMPC Irreverence caused weakness, sickness, and premature death.

Conclusion

It pays to serve God with reverence and Godly fear.