Living Lifestyle

活潑生命模式

Romans 羅馬書12:9-21

- ⁹ Love must be sincere. Hate what is evil; cling to what is good. ¹⁰ Be devoted to one another in love. Honor one another above yourselves.
- ¹¹ Never be lacking in zeal, but keep your spiritual fervor, serving the Lord. ¹² Be joyful in hope, patient in affliction, faithful in prayer.
- ¹³ Share with the Lord's people who are in need. Practice hospitality. ¹⁴ Bless those who persecute you; bless and do not curse. ¹⁵ Rejoice with those who rejoice; mourn with those who mourn.
- ¹⁶ Live in harmony with one another. Do not be proud, but be willing to associate with people of low position. Do not be conceited.

- ¹⁷ Do not repay anyone evil for evil. Be careful to do what is right in the eyes of everyone.
- ¹⁸ If it is possible, as far as it depends on you, live at peace with everyone.
- ¹⁹ Do not take revenge, my dear friends, but leave room for God's wrath, for it is written:
 - "It is mine to avenge; I will repay," says the Lord.
- ²⁰ On the contrary: "If your enemy is hungry, feed him; if he is thirsty, give him something to drink. In doing this, you will heap burning coals on his head."
- ²¹ Do not be overcome by evil, but overcome evil with good.

- 9 愛,不可虛偽;惡,要厭惡;善,要持守。
- 10要以手足之愛彼此相親,用恭敬的心互相禮讓。
- 11 殷勤不可賴惰,心靈要火熱,常常服事主;
- 12 在盼望中要喜樂,在患難中要堅忍,禱告要恆切
- 13 聖徒有缺乏的,就要接濟;客旅要熱誠地款待。
- 14 迫害你們的,要為他們祝福;只可祝福, 不可咒詛。
- 15 要與喜樂的人一同喜樂,與哀哭的人一同哀哭。
- 16 要彼此同心,不可心高氣傲,倒要俯就卑微的。 不可自以為聰明。
- 17不可以惡報惡。大家以為美的事,要努力去作。

- 18 可能的話,總要盡你們的所能與人和睦。
- 19 親愛的啊,不要為自己伸冤,

寧可等候主的忿怒,

因為經上記著,主說:'伸冤在我,我必報應。' 20相反地,

"如果你的仇敵餓了,就給他吃;

如果渴了,就給他喝。

因為你這樣作,就是把炭火堆在他的頭上。"

21不可被惡所勝,反要以善勝惡。

- 活潑生活之源頭 Source of living life (羅 Romans 1-11) – God and His Son Think water and oxygen
- 2. 自信生活之取捨 Sacrifice of self reliance (羅 Romans 12:1-2) – **Give and take** Deny yourself and take up your cross
- 3. 群體生活之進程 Sanctification of corporate life (羅 Romans 12:3-8) **Gifts and dig deeper**Exercise spiritual gifts and dig more
- 4. 道德倫理之場景 Situation of ethical life (羅 Romans 12:9-21) – Govern

Love from God over evil