

THE PRINCIPLE OF RESCUE WORK AMONG THE BRETHREN (Galatians 6:1)

I. PAUL DEFENDS HIS AUTHORITY AND THE ORIGINATION OF HIS GOSPEL (Gal. 1 & 2)

II. PAUL DEFENDS JUSTIFICATION BY FAITH (Gal. 3 & 4)

III. PAUL DEFENDS CHRISTIAN LIBERTY AND LIVING BY GRACE (Gal. 5 & 6)

A. You are to STAND FAST in Grace against LEGALISM (5:1-12)

B. You are to STAND FIRM in Liberty against LICENSE (5:13-26)

C. You are to SERVE OTHERS faithfully in the Spirit by LOVE (6:1-10)

1. Restoring fallen believers (6:1)

a. The person who is to be restored is a believer in Christ who has been _____.

* How could we define this word?

* By what has this believer been overtaken?

b. Depending on the context the word “*restore*” (*katartizo*) can refer to _____,
_____, _____ or _____. (Matt.
4:21; Luke 6:40; Rom. 9:22; 1 Cor. 1:10; Eph. 4:12; 1 Thes. 3:10)

c. Restoration must only be done by those who are _____ and _____.

* What does Paul mean by the term “*spiritual*”?

d. Restoration must be done in a spirit of _____ or _____.

* According to v. 1c, why is this “*gentleness*” so important?

* Does “*gentleness*” mean that you always speak in soft docile tones without ever a sharp rebuke?

* What might this involve when you attempt to restore a brother or sister?

e. Gentleness or meekness can reflect itself in a number of different ways...

1) in exhibiting humility and restraint while seeking to _____ a believer who is overtaken in a trespass. (Galatians 6:1)

2) in exhibiting humility and restraint in making every _____ to _____ the practical unity of a local church. (Ephesians 4:2-3)

3) in exhibiting humility and restraint in _____ a believer who is in Satan’s snare due to false teaching. (2 Timothy 2:23-26)

4) in exhibiting humility and restraint in _____ to properly delegated human authority. (Titus 3:1-2)

5) in exhibiting humility and _____ in hearing and receiving the teaching of God’s Word. (James 1:21)

* When it comes to restoration, what are two imbalances that might occur?

* How can you personally apply this truth?