'No' Conversations

Coast Community Church Pastor's Class; Earl Miles; May 7, 2017

What if we have a gospel conversation and the response is 'No!'?

1. Walk Away (not recommended)

 \Box Do nothing and walk away, never to speak to them again. - Luke 9:5

2. Berate Them (not recommended)

Berate them for their unbelief and offend them before you leave. - Acts 7:51-54; Acts 28:23-28; 2 Timothy 2:24-26

3. Ask Questions and Listen

□ Ask them why they would say 'no' and try to address their concerns/thinking. - Acts 18:4

4. Give Your Testimony

□ Share your own testimony and troubles you had with believing. - 1 Timothy 1:12-17

5. Challenge Them

- \Box Challenge them to read the Bible for themselves. Matthew 12:1-8
- □ Challenge them to disprove the evidence for the resurrection of Christ. Matthew 28:11-20
- □ Challenge them to find satisfaction outside of God. Isaiah 55:1-3
- □ Challenge them to find a solution to their guilt outside of Christ. Psalm 24:1-6
- □ Challenge them to look at life and the wonders in this world and still dismiss God. Psalm 19:1-6

6. Give Them More Information

- \Box Give them something to read and think about. 2 Timothy 2:7
- \Box Give them something to listen to or watch and think about. Luke 7:18-23

7. Offer to Continue the Conversation

- □ Ask for more opportunities to talk with them again to continue the conversation. Acts 17:32-34
- \Box Ask to read the Bible with them. Acts 8:29-31
- □ Ask them to come to church with you or to other events where the gospel will be presented. John 1:40-46

8. Continue the Relationship

 \Box Keep serving them and loving them. - 1 Peter 3:1-6

9. Pray and Encourage Them to Pray

- \Box Continue to pray for them. 1 Timothy 2:1-6
- \Box Tell them to pray and ask God to show them the truth. Acts 8:18-24

10. Warn Them

 \square Warn them of the consequences of stubborn rebellion. - Hebrews 10:28-30

11. Evaluate Your Presentation

□ Make sure that you have presented the gospel as 'good news' not another form of 'good works.' - Luke 18:9-14