

JAMES

#5 Real Faith Plays No Favorites

James 2: 1-13 (NIV)

James 2:1 My brothers, as believers in our glorious Lord Jesus Christ, don't show favoritism. ² Suppose a man comes into your meeting wearing a gold ring and fine clothes, and a poor man in shabby clothes also comes in. ³ If you show special attention to the man wearing fine clothes and say, "Here's a good seat for you," but say to the poor man, "You stand there" or "Sit on the floor by my feet," ⁴ have you not discriminated among yourselves and become judges with evil thoughts? ⁵ Listen, my dear brothers: Has not God chosen those who are poor in the eyes of the world to be rich in faith and to inherit the kingdom he promised those who love him? ⁶ But you have insulted the poor. Is it not the rich who are exploiting you? Are they not the ones who are dragging you into court? ⁷ Are they not the ones who are slandering the noble name of him to whom you belong? ⁸ If you really keep the royal law found in Scripture, "Love your neighbor as yourself," you are doing right. ⁹ But if you show favoritism, you sin and are convicted by the law as lawbreakers.

- The Royal Law or Law Belonging to the King is: **LOVE** Your **NEIGHBOR** As Yourself
- Love Neighbor = **DOING RIGHT**
- Favoritism = **SIN, LAWBREAKER**

James 2:10 For whoever keeps the whole law and yet stumbles at just one point is guilty of breaking all of it. ¹¹ For he who said, "Do not commit adultery," also said, "Do not murder." If you do not commit adultery but do commit murder, you have become a lawbreaker.

One Guilt = **ALL GUILT**

**He gave EVERYTHING He had,
so we could have EVERYTHING He had**

James 2:12 Speak and act as those who are going to be judged by the law that gives freedom, ¹³ because judgment without mercy will be shown to anyone who has not been merciful. Mercy triumphs over judgment!

Our Role: **SPEAK** and **ACT**

Our Response:

1. **IDENTIFY**
2. Call Out By **NAME**

Lord, I need to have genuine care for _____

This week, I will Speak or Act real love by _____