Together We Stand

Philippians 1:27-30

Pastor Scott Totten August 23-24, 2014

Above all, you must live as citizens of heaven, conducting yourselves in a manner worthy of the Good News about Christ. Then, whether I come and see you again or only hear about you, I will know that you are standing together with one spirit and one purpose, fighting together for the faith, which is the Good News. ²⁸Don't be intimidated in any way by your enemies. This will be a sign to them that they are going to be destroyed, but that you are going to be saved, even by God himself. ²⁹For you have been given not only the privilege of trusting in Christ but also the privilege of suffering for him. ³⁰We are in this struggle together. You have seen my struggle in the past, and you know that I am still in the midst of it. Philippians 1:27-30 (NLT)

Take-Home Truth: Fully trusting in Jesus will produce the risk of suffering.

#1: No matter what, honor Jesus as a citizen.

Above all, you must live as citizens of heaven, conducting yourselves in a manner worthy of the Good News about Christ. Philippians 1:27a (NLT)

#2: Stand firm together.

Then, whether I come and see you again or only hear about you, I will know that you are standing together with one spirit and one purpose, fighting together for the faith, which is the Good News. . . . We are in this struggle together. You have seen my struggle in the past, and you know that I am still in the midst of it. Philippians 1:27b & 30 (NLT)



Don't be intimidated in any way by your enemies. This will be a sign to them that they are going to be destroyed, but that you are going to be saved, even by God himself. Philippians 1:28 (NLT)

#4: Trusting in Christ and suffering for Christ go hand in hand.

For you have been given not only the privilege of trusting in Christ but also the privilege of suffering for him. Philippians 1:29 (NLT)

Application Questions:

Am I willing to take a risk for Jesus? How can I take a risk for Jesus this week? How can we, as a family, take a risk for Jesus?