Sailing The 'C's' Of Influence

Influence

- "The ability to change the course of someone's future."
- Each of us influences for good or bad —

Bad: 1 K.3, Solomon (11:1-3)

Good: Esther 4:14

 World is against us. How can we influence others for good?

How can we influence others for good?

I. Character, Mt.5:13-16 Be what you are

- Their delight (3-12)
- Their <u>duty</u> (be salty; shine)

Warning: unsalty salt is thrown out

Warning: light must shine, or else

- Jebel Usdum
- "You are" ... salt, 13
 - Emphatic / Specific
 - Preserves





Danger: do not lose your flavor

Salt from Jebel Usdum was often impure. Mixed with other minerals; or sodium chloride could leach out – lose saltiness. Christians face danger of getting mixed up with world's dirt...

Description: salt of earth Danger: do not lose your flavor

Destiny to avoid: thrown out...

13 So he said, "What kind of cities are these which you have given me, my brother?" And he called them the land of Cabul as they are to this day – 1 Kings 9

- o 'Good for nothing'
- o Mt.5:13, salt becomes 'good for nothing'

Description: salt of earth
Danger: do not lose your flavor
Destiny to avoid: thrown out...

Design: light to shine, 14-15

Another emphatic 'you'

World in darkness; sun seen by all.

¹² Again Jesus spoke to them, saying, "I am the light of the world. Whoever follows me will not walk in darkness, but will have the light of life" – Jn.8

- Like the moon, we reflect the 'Son'
- Mt.28:19; Ph.2:15

Danger: do not lose your flavor

Destiny to avoid: thrown out...

Design: light to shine, 14-15

Another emphatic 'you'

- World in darkness; sun seen by all.
- City: seen in neighborhood. >Tertullian
 - ⁸ "For you were once darkness, but now you are light in the Lord. Walk as children of light" Eph.5
 - We must be 'different'

Description: salt of earth Danger: do not lose your flavor Destiny to avoid: thrown out...

Design: light to shine, 14-15 Another emphatic 'you'

- World in darkness; sun seen by all.
- City: seen in neighborhood.
- House (15): seen by family.
 - Sweet at work, sour at home?

Danger: do not lose your flavor

Destiny to avoid: thrown out...

Design: light to shine, 14-15

Danger: hide light, 15

- "They light..." = normal; what people do. [Shine, not hide]
- Do we give light to all in the house?

16 "No one, when he has lit a lamp, covers it with a vessel or puts it under a bed, but sets it on a lampstand, that those who enter may see the light" – Lk.8

Danger: do not lose your flavor

Destiny to avoid: thrown out...

Design: light to shine, 14-15

Danger: hide light, 15

Distinction: let your light so shine...16

- 'So shine" (as 14-15)
 - "May see your good works"
 - "Glorify your Father..."
- Contrast: 6:1, 2, 5, 16

When we become like world, we lose influence on it (Ro.12:1-2).

Have I made anyone thirsty for Jesus?

How can we influence others for good?

I. Character, Mt.5:13-16

Be what you are

II. Concern, Mt.18:6-9 My brother's keeper

Whoever causes to stumble... Causes to sin (stumble) 6

- Better for him...
 - Sin: against God
 - Worse: lead others to sin
 - Millstone [of donkey]
 - Depths of sea
- What could be worse? 8-9



8: 'cut off' / eternal fire

9: 'pluck out' / hell fire

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7: 'woe' (2x) – Influence is powerful tool for good or evil

How can we influence others for good?

I. Character, Mt.5:13-16

Be what you are

II. Concern, Mt.18:6-9
My brother's keeper

III. Consistency, Ro.2:17-24 Practice what you preach

Consistency – a rare virtue

17	Wear the name	Profession
18	Know, approve	Knowledge
19-20	Guide	Superiority
21-22	Preach one way, practice another	Hypocrisy
23-24	Dishonor God	Blasphemy

What hypocrites do

- 1. Discourage saints, 17-18
- 2. Deceive seekers, 19-20
- 3. Disobey Scriptures, 21-22
- 4. Disgrace Savior, 23
- 5. Disillusion sinners, 24

David, 2 Sm.12:14 Christians, 1 Tim.6:1

We are judged by . . .

What we do
How we look
What we say
Where we go

Looks matter

Words matter

Conduct matters