



Sunday Sermon Discussion Outline

Pastor Philip Thomas, May 16, 2021

Acts 22:23-23:35 – Citizenship Rights & Responsibilities

We Learn:

Paul availed himself of the rights he had as a Roman citizen. The Roman commander rescued Paul from the mob and provided two hundred soldiers, seventy horsemen, and two hundred spearmen to escort him from Jerusalem to Caesarea. The power and protection of the Roman army were employed on Paul's behalf because he was a Roman citizen. But Paul's focus was not on preserving his life. Instead, he shared a clear and consistent message about Jesus the Messiah to both the Jews and the Romans because he was a citizen of the heavenly kingdom. Paul's primary focus was on exercising the rights and responsibilities of his citizenship in the kingdom of God. The question for us is whether we will do the same.

- How did Paul continue to respect the Jewish leaders and practices even when the high priest Ananias ordered him to be struck?
- When did Paul leverage his Roman citizenship? What was the result?
- What was the plot against Paul? How did Paul come to know of it?
- What was the Roman commander's response when informed of the plot? Why?
- Based on Philippians 3:18-21, how should we understand our earthly citizenship versus our heavenly citizenship?
- What are some of our rights as citizens of the kingdom of God?
- What are some of our responsibilities as citizens of the kingdom of God?

We Respond & Apply:

- How can we better understand and live up the freedoms and rights (from sin and death, for justice and mercy, to worship in Spirit and truth, to bear the fruit of the Spirit, to pursue the gifts of the Spirit, and to pursue holiness) we have as citizens of the kingdom of God?
- How can we better understand and fulfill the responsibilities (to be filled with the Word of God and the Holy Spirit, to fulfill the great commission, to represent the kingdom of God on earth as ambassadors of Christ, and to live in obedience to the king) we have as citizens of the kingdom of God?