# God's Household, Part 14: "Healthy Church Leadership" 1 Timothy 5:17-25 Pastor Andrew Jun

Let us faithfully honor, hold accountable, and select elders for the church.

## I. Faithfully Honor Elders (vv. 17-18).

1 Timothy 5:17-18 (ESV): 17 Let the elders who rule well be considered worthy of double honor, especially those who labor in preaching and teaching. 18 For the Scripture says, "You shall not muzzle an ox when it treads out the grain," and, "The laborer deserves his wages."

**Principle #1:** Strive to honor elders because God has called them to lead the church, especially through God's Word. *See also Acts 20:28, 2 Timothy 2:2, 1 Peter 5:1-4.* 

## II. Faithfully Hold Elders Accountable (vv. 19-21).

1 Timothy 5:19-21 (ESV): 19 Do not admit a charge against an elder except on the evidence of two or three witnesses. 20 As for those who persist in sin, rebuke them in the presence of all, so that the rest may stand in fear. 21 In the presence of God and of Christ Jesus and of the elect angels I charge you to keep these rules without prejudging, doing nothing from partiality.

**Principle #2:** Strive to hold elders accountable because we love God, his church, and our elders! *See also Matthew 18:15-17.* 

## III. Faithfully Select Elders (vv. 22-25).

1 Timothy 5:22-25 (ESV): 22 Do not be hasty in the laying on of hands, nor take part in the sins of others; keep yourself pure. 23 (No longer drink only water, but use a little wine for the sake of your stomach and your frequent ailments.) 24 The sins of some people are conspicuous, going before them to judgment, but the sins of others appear later. 25 So also good works are conspicuous, and even those that are not cannot remain hidden.

**Principle #3:** Strive to select qualified, faithful elders by a thorough and fair evaluation process.

## $\rightarrow$ Life Application:

- 1. What ways can you specifically honor or hold accountable an elder in our church?
- 2. Pray for God to raise up faithful elders in our church (both pastors and lay elders).