## The Bible

- **I.** How we got the Bible
  - 1. Written by men as they were borne along by the Holy Spirit (2 Pet. 1:18-21; Acts 1:16; 1 Cor. 2:9-13).
  - 2. All Scripture is "God-breathed", inspiration KJV (2 Tim. 3:16).
  - 3. The 'writings' were inspired, not the man.
  - 4. We have the Word of God in so much as our translation represents the original text.
  - 5. Thus, there are no contractions in Scripture.
  - 6. Of ≈ 6,000 New Testament manuscripts, 99.9% agreement.
  - 7. The Word 'of' God, 'of' is a genitive of quality: God's quality of Word: not from God, contains lies; not belonging to God.
  - 8. Everything recorded in the Bible was said/done.
    - 1) Not everything said is true (Gen. 3:4).
    - 2) Not all that is spoken is authoritative to us.
  - 9. The Bible is God's revelation to mankind.
    - 1) It is not all He could reveal (Heb. 5:11).
    - 2) It is all He wants revealed.
- **II.** Interpreting what the Bible is communicating: hermeneutics
  - 1. Objective: the desire to ascertain what God intended to communicate, not adding or subtracting from His meaning.
    - 1) The Word of God is progressive in nature (Acts 6;8; 12:34; 19:20). Not all the Word of God was written.
    - 2) There is one interpretation (2 Pet. 1:20).
    - 3) This means interpretations are objective, not subjective.
  - 2. Elements of a consistent hermeneutic:
    - 1) **Literal**—what the author(s) are communicating.
      - i. Understanding figurative speech is literal.
      - ii. If the direct meaning does not make sense, it is figurative: metaphor, simile, personification, hyperbole.
    - 2) **Historical**—what the word/term would mean to the reader at that time (1 Cor. 6:20).
    - 3) **Grammatical**—what the original text actually says (Acts 8:37).
    - 4) Contextual
      - i. Words derive their meaning by context (Phil. 2:12 cf. 15).
      - ii. Taken out of context you can get hung (Jn. 13:27; Mt. 27:5; Lu. 10:37).
    - 5) **Can not contradict** with any other Scripture (Is. 66:3 *cf.* 1 Tim. 4:4).