

SUNDAY MORNING

2/23/20

Dr. Maarten Kuivenhoven

Votum and Salutation

Psalter 342

Reading of the Law of God

Scripture Reading: Psalm 107

Prayer

Psalter 295

Sermon Text: Psalm 107:23-32

Pictures of Redemption (4):

The Seafarer Rescued

1. *Their shipwreck*
2. *Their saving*
3. *Their song*

Psalter 400:3, 4, 7 (standing)

Sermon Conclusion

Closing Prayer

Psalter 385

Doxology (Psalter 378:1, 3)

Benediction

1. *How is the sovereignty of God described in this Psalm?*

2. *Why is the sovereignty of God a comfort in the midst of storms?*

3. *What is the turning point for those living in the storms?*

4. *Where do the storms of your life bring you?*

5. *How is God's redemption pictured in verses 29 and 30?*

6. *What song will form your praise this week, even in the midst of the storm?*

Parking Lot Question: *How can you help and comfort yourself or others going through storms this week?*

SUNDAY EVENING

Dr. Joel Beeke

Votum and Salutation

Psalter 246

Scripture Reading:

1 Corinthians 15:39-58

Reading of the Apostles' Creed

Prayer

Psalter 201

Sermon Text: 1 Corinthians 15:57

Lord's Day 22

Christ's Love in Heaven: Utopian Perfection!

1. *Our perfect soul taken up to Christ*
2. *Our perfect body raised up by Christ*
3. *Our perfect salvation in the love of Christ*

Psalter 29 (standing)

Sermon Conclusion

Closing Prayer

Psalter 31:3, 4, 6, 7

Doxology (Psalter 422:6)

Benediction

1. *Why is there so much silence about heaven today?*
2. *Why is heaven so Christ-centered?*
3. *How will our souls be made perfect in holiness and love in heaven?*
4. *How will our bodies be made perfect like Christ's in heaven?*
5. *How will the glory of God's love in heaven manifest itself in:*
 - a. *Infinite love*
 - b. *Everlasting love*
 - c. *Progressive love*
 - d. *Reponsive love*
6. *How should the love of God in heaven impact our lives on earth now:*
 - a.
 - b.
 - c.
 - d.
 - e.
 - f.

Parking Lot Question: *How could we reduce our reticence to speak with each other as believers about heaven?*