Treasuring CHRIST Above All Things Philippians 3:7-9

I. Context (Philippians 3:1-6)

A. Paul warns about the evildoing dogs who mutilate the flesh (insisting on circumcision as a way of getting right with God) (v 3).

-Problem: These "evildoing dogs" depended on the good things they did—that is being "good people" as a means of getting right with God and going to Heaven.

B. Paul beats them at their own game, then says their game is worthless and his achievements are a pile a garbage (v 8) compared to Christ.

II. Body (Philippians 3:7-9)

A. The surpassing worth of **knowing Christ** is the true treasure beyond all measure (vv 7-8a).

1. Knowing Christ requires seeing (understanding with the mind) and savoring (feeling with the heart) him (1 Peter 1:6; 8; John 4:23).

2. Knowing Christ must be the umbrella of the Christian's life, under which everything is placed (Galatians 6:14, Philippians 1:20, Matthew 13:44).

B. *The sweet treasure of* **gaining Christ** *turns worldly treasures into foul-smelling garbage (v 8b-8c).*

1. Gaining Christ is the supreme treasure the Christian will ultimately cherish in heaven (Philippians 1:21, John 17:3, 2 Corinthians 5:8-10). 2. Gaining Christ turns worldly treasures and dreams into foul-smelling, maggot infested ghastly garbage (Luke 9:25, Matthew 6:19-21).

C. The sweet treasure of **being found in Christ** turns worldly treasures into foul-smelling garbage (v 9).

1. Being found in Christ is not of a result of being a "good person" (Romans 3:23, 28, Ephesians 2:8-9).

2. Being found in Christ is a result of receiving the free gift of salvation from the "perfect person" (Romans 3:24-26, Ephesians 2:8-9).

III. Implications for treasuring Christ

A. We must delight in a relationship with Christ by seeing him with our minds and savoring him with our hearts!

1. How: Requires study (Romans 10:17) and prayer (1 Thess 5:17, James 6:18).

B. We must aggressively fight to desire Christ above all things!

1. We cannot "treasure Christ above all things" if we are completely *devoted* to trivialities (video games, television, sports, etc.).