



## The Art of Winning

Matthew 28:18-20 (NIV)

*Then Jesus came to them and said, "All authority in heaven and on earth has been given to me. <sup>19</sup> Therefore go and make disciples of all nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, <sup>20</sup> and teaching them to obey everything I have commanded you. And surely I am with you always, to the very end of the age."*

1 Corinthians 9:24-27 (NIV)

*Do you not know that in a race all the runners run, but only one gets the prize? Run in such a way as to get the prize. <sup>25</sup> Everyone who competes in the games goes into strict training. They do it to get a crown that will not last, but we do it to get a crown that will last forever. <sup>26</sup> Therefore I do not run like someone running aimlessly; I do not fight like a boxer beating the air. <sup>27</sup> No, I strike a blow to my body and make it my slave so that after I have preached to others, I myself will not be disqualified for the prize.*

### 1. The art of winning starts with a belief in special teams!

(2 Peter 1:3; James 1:6)

- Winning spiritual battles is a matter of trusting over trying.

### 2. The art of winning will always involve a great defensive scheme.

(Proverbs 4:23)

Guard your heart:

- \* Because your heart is extremely valuable.
- \* Because your heart is the source of everything you do.  
(Proverbs 23:7)
- \* Because your heart is under constant attack.  
(2 Corinthians 10:3-4)

- You must define your stronghold before you can defend against it and defeat it.  
(Psalm 139:23-24)
- What is the lie you are currently believing that has become your stronghold?  
(1 John 1:9; James 5:16; Romans 13:14)

### 3. The art of winning takes a clear offensive strategy.

2 Corinthians 10:5 (NIV)

*We demolish arguments and every pretension that sets itself up against the knowledge of God, and we take captive every thought to make it obedient to Christ.*

- Calling the right play means quoting the truth that demolishes the stronghold.