

THE WRONG TIME TO TITHE

A THANKSGIVING MESSAGE ON TITHING

"For a bishop must be blameless, as the steward of God; not selfwilled, not soon angry, not given to wine, no striker, not given to filthy lucre"

- Titus 1:7

1. Why Tithing Exists

- a. The church receives 100+ billion dollars a year (80+billion go to operations)
- b. It is in the Bible: Lev 27:30-33, Num 18:21-32, Deut 14:22-27, 26:12-15
- c. Churches need money to operate: Perhaps some churches need to fail.
- d. The wrong time to tithe is now.

2. Tithing Rules

- a. Tithing was a law requirement – Deut 14:22
- b. Tithing was only for certain people – Deut 14:23-25
- c. They could only tithe food (or add 20%) – Lev 27:30-33
- d. The tithe must be given in Jerusalem (and the temple) – Deut 12:5-6,11
- e. There were three tithes – 1 to priests, 1 to feast, 1 to poor – Deut 12:15-18
- f. Only Levites could receive the tithe – Num 18:21, 24
- g. Levites tithed to the priests – Num 18:26
- h. Tithing was not giving

3. The Problem with Tithing

- a. It is not generosity – It was of necessity. This makes God greedy. Gal 4:9
- b. It can be used to manipulate – Titus 1:7,11
 - i. Filthy lucre = dirty money, illegal money gained
- c. It casts a poor image on the church: the church look greedy and needy
- d. It teaches wrong Bible study principles: spiritualizing – James 2:10
- e. Without a covenant it can harm – The poor tithe more than the rich!
- f. It makes the cross of Christ of none affect – Gal 5:2
- g. It robs you of the blessings found in Christ – Mal 3:8-10, Rom 5:1
- h. It places you under a curse – Gal 3:10, 13

4. When to Tithe?

- a. Not in this dispensation. – 2 Cor 9:7, Acts 20:35, 2 Cor 12:15
- b. Not in the kingdom, there is another priesthood – Heb 7:5-6, 11-12
- c. If you are a Mosaic Covenant farmer in Israel: it would be right.
- d. What about giving: when? Always. Where? Anywhere. To whom? Anyone.
- e. With what? Everything – time and money are most useful.
- f. Be thankful for what the Lord has done! Don't tithe. Give thanks.