

**“Boot Camp for Elijah”**

David Owens

1 Kings 17:1-6

7.8.12

***Introduction:***

- A. The military drill instructor often says: “I am going to \_\_\_\_\_ you down to \_\_\_\_\_.”
- B. The disciplined regimen of boot camp brings about remarkable \_\_\_\_\_ in every \_\_\_\_\_.
- C. That kind of raw recruit \_\_\_\_\_ is what the Lord had in mind when He sent Elijah to the \_\_\_\_\_ Cherith.

***I. The Story***

- A. We might have chosen to leave Elijah in the king’s \_\_\_\_\_, but God had a different \_\_\_\_\_.
- B. The Hebrew name “Cherith” means to “cut \_\_\_\_\_, or cut \_\_\_\_\_.”
- C. God told Elijah where he was to \_\_\_\_\_, what he was to do when he got there, and how he would manage to \_\_\_\_\_.
- D. The first thing Elijah was supposed to do was \_\_\_\_\_.
- E. God had at least two reasons for Elijah to hide:
  - 1. To \_\_\_\_\_ him.
  - 2. To \_\_\_\_\_ him.
- F. Without one moment’s \_\_\_\_\_, Elijah \_\_\_\_\_.
- G. Elijah drank from the \_\_\_\_\_, and the \_\_\_\_\_ brought him bread and meat in the morning and evening.
- H. Some times later the brook \_\_\_\_\_.
- I. Two important things to understand:
  - 1. God who gives water can also \_\_\_\_\_ water.
  - 2. The dried up brook was a result of Elijah’s own \_\_\_\_\_.

***II. The Application***

- A. Four lessons from Cherith:
  - 1. Be as willing to be set \_\_\_\_\_ as we are to be used.
  - 2. God’s direction includes God’s \_\_\_\_\_.
  - 3. Trust God \_\_\_\_\_ at a time.
  - 4. A dried-up brook is often a sign of God’s \_\_\_\_\_, not \_\_\_\_\_.
- B. Obstacles to overcome:
  - 1. \_\_\_\_\_.
  - 2. \_\_\_\_\_.
  - 3. \_\_\_\_\_.

Answer Key: Intro. A. cut, size. B. changes, recruit. C. training, brook. I.A. court, plan. I.B. off, down. I.C. go, survive. I.D. hide. I.E.1. protect. I.E.2. train. I.F. hesitation, obeyed. I.G. brook, ravens. I.H. dried, up. I.I.1. withhold. I.I.2. prayer. II.A.1. aside. II.A.2. provision. II.A.3. one, day. II.A.4. pleasure, disapproval. II.B.1. pride. II.B.2. fear. II.B.3. resentment.