



PART 4: MONEY MATTERS

INTRODUCTION

Guardrails keep vehicles from straying into dangerous or off-limit areas. We need personal guardrails so we don't stray into areas of life that can harm us or the people we love. When it comes to our finances, it's easy to cross the line into the danger zone. That's why it's essential to establish guardrails against greed.

DISCUSSION QUESTIONS

1. Are you a saver or a spender? In what ways have you benefited from that tendency? In what ways has it created challenges for you?
2. How much do you value generosity toward those in need? Based on your current finances, to what extent are you able to prioritize generosity toward others? In what ways, if any, would you like your current level of generosity to change?
3. "You can be completely out of debt with money in the bank and have driven off the edge financially." Do you agree that you can be financially responsible but still have an unhealthy relationship with money? Why or why not?
4. Read Matthew 6:24. In what ways do you currently "serve money"? How do you think that affects your relationship with God?
5. On a scale from 1 to 10, with 1 being, "I'd have to make few changes" and 10 being, "It feels impossible," how difficult would it be to reprioritize your finances from "live, save, give" to "give, save, live"?
6. What is your best next step toward establishing a guardrail against greed by prioritizing giving? What is one thing you can do this week to begin to take that step? How can this group support you?

MOVING FORWARD

Establish guardrails around greed. The best way to avoid greed and irresponsibility is to give, save, and live . . . in that order. To begin, pick a percentage and give it first to a church you trust and that is making a difference in your life and community. That's how you guard against greed. That's how to ensure you have money, but money doesn't have you.

CHANGING YOUR MIND

"But seek first his kingdom and his righteousness, and all these things will be given to you as well."

Matthew 6:33