Elder Bobby Willis



Romans 13:13, "Let us walk honestly, as in the day; not in rioting and drunkenness, not in chambering and wantonness, not in strife and envying."

To walk honestly means to be able to walk with full disclosure; laying open our inner selves to the point that we declare our depravity while we acknowledge that our righteousness is imputed by Christ. We are to do this before others "as in the day", meaning in the presence of godly people and while we walk godly before all men (and women). To walk in the night refers to walking in ungodly ways and among those who are walking contrary to the teachings of Jesus Christ. For example: if we are found in places where sin abounds, then they would be termed as "places of darkness" (void of the felt presence of God). Paul alludes to this in I Thessalonians 5:5 when he said, "Ye are all the children of light, and the children of the day: we are not of the night, nor of darkness." Notice the next part of Romans 13:13, "not in rioting and drunkenness, not in chambering and wantonness..." He explains this so well that it becomes plain as day and night what he means. We are to stay away from ungodly places and from being around ungodly people and their acts of rioting, drunkenness, chambering, and wantonness. If you don't know what these four things mean, then its homework time with your dictionary. Paul then concludes this 13th verse by saying we are not to walk "in strife and envying." We should be seeking to walk together in peace and harmony, not in strife and turmoil. It is good to seek common ground, but not at the expense of the truth. Then, we see the word "envying". Envy causes everyone trouble at sometime in their life. Envying is one of the chief devices of satan to cause the children of God trouble in this world. We see others with a bigger house, a nicer car, a larger bank account, and find ourselves envying what they have. Not a good thing! Let us then walk as "children of the day" in godliness before the Lord and all men. Think about it!