

THE PURSUIT

WEEK 4

DIG DEEPER THIS WEEK:

We want to be an Army that is on our knees, united in passionate prayer and believing God will hear our petitions. This is what this season of New Zeal is all about, and it begins with prayer. Join us in this pursuit over the next 7 weeks.

Take time to read Daniel 9:1-19

Verses 17-19 "Now, our God, hear the prayers and petitions of your servant... Give ear, our God, and hear; open your eyes and see the desolation of the city that bears your Name. We do not make requests of you because we are righteous, but because of your great mercy. Lord, listen! Lord, forgive! Lord, hear and act! For your sake, my God, do not delay, because your city and your people bear your Name."

ASK YOURSELF THIS WEEK:

- > What might God be saying through this passage to you? To your corps/centre?
- > Where can you see a need for God in your city? Where can you see God already at work?
- > What do you need to seek forgiveness for in your life? In your corps/centre? In your city?

COVER IT IN PRAYER THIS WEEK:

Pray and thank God that He hears our prayers and petitions.

Pray we would be united in passionate prayer across our territory over the next 7 weeks.

Pray for revival in your family, local community and the city you live in.

BE INSPIRED THIS WEEK:

"There has never been a spiritual awakening in any country or locality that did not begin in united prayer."

- A. T. Pierson

GET INTO IT THIS WEEK:

Individually: Spend time listening to this week's playlist - pray the words from 'Revive us Again' and be expectant!

Corporately: Create a prayer room or redecorate your current one - focusing on revival, the Holy Spirit and transformation in your community.

SOAK IN IT THIS WEEK:

Fullness - Elevation Worship

Revive us Again - Phil Wickham

God, You're so Good - Passion

So Will I (100 Billion X) - Hillsong United

See www.salvationarmy.org.nz/newzeal for more songs, resources and information.

NEW ZEAL - A SEASON OF ENCOUNTER

LAUNCH 21 OCTOBER - WWW.SALVATIONARMY.ORG.NZ/NEWZEAL