

**OVERCOMERS**

**NEW SERIES**



**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

10% - Healthy

40% - Symptoms of Sickness

40% - Very Sick

10% - Dying

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

**A dead church is  
deadly to the cause of  
Christ**

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

How can a dead church  
be revived?

How can we prevent our  
church from dying?

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

1. Is your church dying?
2. What can be done to stop or prevent a church from dying?

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**



**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

Reputation is not  
enough to live on

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

How can a dead church  
be revived?

How can we prevent our  
church from dying?



**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

1. **Be Alert/Wake Up**
2. **Strengthen the remaining things**
3. **Remember...**
4. **Observe/Obey it**
5. **Repent**

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

**Group 1: Unsaved**

**Wake up**

**Remember...**

**Obey it**

**Repent**

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

How can a dead church  
be revived?

How can we prevent our  
church from dying?

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**REV 3:1-6**

**SARDIS**

**Group 2: Saved**  
**Strengthen the**  
**remaining things**

**OVERCOMERS**

**REV 3:1-6**

**SARDIS**

