

The Attackers: Review of Reverse Punitive Action: Example of Divine Punitive Action: David Documents Doeg's Public Lie, Ps 52:1–4, & His Resultant Divine Discipline, vv. 5–7; David's Use of Faith-Rest, vv. 8–9; Faith Must Be Placed in the Veracity of Scripture; He Who Has Faith in Self or Others Is Cursed, Jer 17:5; He Who Trusts in the Lord Is Happy, Jer 17:7

16. God's plan is based on His grace. The believer's response to that grace is his faith. The object of that faith is the veracity that confirms what the Bible teaches.
17. To complete the system that God has designed requires the believer to put his faith in the integrity of God which means to trust without hesitation what the Bible attests.
18. As long as the believer fights his own battles, then God is unable to fight them for him. Fighting one's own battles is a clear demonstration of a complete lack of faith in the Word of God.

Jeremiah 17:5 - Thus says the Lord, "Cursed is the man who trusts in mankind [others or self] and makes flesh his strength [self-absorption], and whose heart [inventory of ideas] turns away from the Lord [disinterest in truth in exchange for the lie; reversionism].

19. Biblical problem-solving is the source of true happiness, a principle also stated by Jeremiah:

Jeremiah 17:7 - Happy is the man who trusts in the Lord and whose confidence is the Lord.

20. The word "trusts" in verses 5 and 7 is the Qal imperfect of the verb **בָּטַח** (**batach**). The imperfect tense "denotes habitual or customary action"¹ that is ongoing and therefore incomplete.
21. This indicates that trust is something that is a facilitated behavior pattern. Whether or not it is beneficial is dependent upon its object.
22. In Jeremiah 17:5, the object of one's trust is in himself or in others. In verse 7, it is placed in the Lord. The use of this verb and the importance of selecting the right object is the subject of this excerpt:

¹ Gary D. Pratico and Miles V. Van Pelt, *Basics of Biblical Hebrew Grammar* (Grand Rapids: Zondervan, 2001), 165.