February 19 Answers

1) The laws regarding clean and unclean animals. These laws were related to the three **ritual** states which God instituted for Israel: the unclean, the clean, and the ritual-holy. They are called 'ritual states' because they set the boundaries for which ritual actions a person could do (or not do) and which ritual places a person could go (or not go). The normal ritual state for an Israelite was clean. They could become ritual-holy by being sanctified, and they could become unclean by being defiled. It wasn't wrong to become unclean, for the ritual states were not moral states. Indeed, it was possible to be moral-holy and unclean at the same time. However, it was not possible to be unclean and ritual-holy, and it was dangerous for someone who was unclean to come in contact with the ritual-holy (Lev 7:20–21; 22:3). This system of ritual states served several purposes: (1) It reinforced the people's understanding of God's holiness. God's presence dwelt in the most ritual-holy section of a ritual-holy tent, and He was served by ritual-holy priests offering ritual-holy offerings. Nothing unclean was to come near God's presence. (2) It encouraged the people to protect that which was ritual-holy. As they made careful distinctions in the realm of ritual states, they respected and guarded what was sanctified to God. (3) It taught the people that God wanted them to reflect His holiness. The ritual states caused everyone to be acutely aware of what state they were in and what could make them unclean. As the people carefully chose between the clean and unclean in the ritual realm, they were reminded to choose between right and wrong in the moral realm. The laws of clean and unclean animals supported this system. At every meal, Israel was reminded that God had set them apart as His people, and they got practice in making proper distinctions. What a beautiful and effective way to teach holy living!

"You are to distinguish between the holy and the common, and between the unclean and the clean" (Lev 10:10)

