

find out is to see what are the principles are used in the New Testament writings. What are the principles that you gather in your study of the Old Testament and your study of the New Testament, and then apply these principles in a reasonable way. That applies to ~~the~~ types, or to anything else that you may study in the Bible. It is not a matter of here is a Biblical ~~statement~~, and here is the thing that we stand on. Where there is a Biblical statement we stand on ~~it~~ that thing, but the Biblical statements are for the purpose of giving us ~~the~~ principles, ~~and~~ ~~giving~~ ~~us~~ ~~meanings~~, giving us methods of understanding rather than to attempt to give us everything we need to know, or to give us ~~in~~ everything just a series of statements on which you stand. It is a series of principles, ~~it~~ it is a series of meanings, it is a series of understandings.

Now I think that this definition, here, ~~in~~ in Genesis 1:16, in the footnote, here, in the Schofield Bible, is an excellent definition. A type is a divinely purposed illustration of some truth. Now I like those words, "divinely purposed" ~~is~~ a type is a divinely purposed illustration. How do ~~you~~ you know it is divinely purposed? Well, if the New Testament says it is then we know. If it doesn't, you can draw conclusions, you can make assumptions, you ~~can~~ can present ideas which seem to you reasonable, but do not be dogmatic about them, and do not be absolutely sure of each one ~~is~~ equally.

Now as types are used today, my observation is that while there may be some people who like Clement of Alexandrai, draw a great many things out of types that we have no reason to be sure of, I rather like what Clement said because personally I think it is a fine thing for a man to get a liberal arts training before he gets a seminary course. And we insist, here, on a bachelor's degree before you come. There are other schools which let you come right from high school. We don't do that. So I like his point, but I don't think it is a point that you can