

1 Corinthians 14:9

Authorized King James Version (KJV)

So likewise ye, except ye utter by the tongue words easy to be understood, how shall it be known what is spoken? for ye shall speak into the air.

Analysis

Except ye utter by the tongue words easy to be understood—Greek *eusēmos logos* (εὔσημος λόγος, "intelligible word/clear speech") makes the principle explicit. **How shall it be known what is spoken?** The rhetorical question repeats the pattern (vv. 7, 8), driving home the point. **For ye shall speak into the air**—speaking *eis aera* (εἰς ἀέρα, "into the air") means speaking to no one, achieving nothing.

Paul's cumulative argument: music without distinction (v. 7), trumpets without clarity (v. 8), speech without intelligibility (v. 9)—all fail their purpose. The phrase "into the air" is withering: uninterpreted tongues accomplish exactly nothing in corporate worship. The edification principle demands intelligibility.

Historical Context

In a culture valuing rhetoric and persuasion, Paul's charge that unclear speech is literally pointless would resonate. Corinthian Christians were wasting their breath—and the church's time—with unintelligible speech.

Related Passages

Colossians 1:16 — All things created through Christ

Study Questions

1. What does it mean to 'speak into the air' in modern worship contexts?
2. How does Paul's three-fold analogy (music, military, speech) build his case?
3. Why is intelligibility so central to Paul's vision of Spirit-filled worship?

Interlinear Text

οὕτως καὶ ὑμεῖς διὰ τῆς γλώσσης ἐὰν μὴ
So likewise ye by the tongue
G3779 G2532 G5210 G1223 G3588 G1437 G3361
G1100

εὔσημον λόγον δῶτε πῶς γνωσθήσεται τὸ
easy to be understood words ye utter how shall it be known
G2154 G3056 G1325 G4459 G1097 G3588

λαλοῦντες ἔσεσθε γὰρ εἰς ἀέρα λαλοῦντες
speak ye shall for into the air speak
G2980 G2071 G1063 G1519 G109 G2980

Additional Cross-References

1 Corinthians 9:26 (Parallel theme): I therefore so run, not as uncertainly; so fight I, not as one that beateth the air: