

Acts 10:32

Authorized King James Version (KJV)

Send therefore to Joppa, and call hither Simon, whose surname is Peter; he is lodged in the house of one Simon a tanner by the sea side: who, when he cometh, shall speak unto thee.

Analysis

Send therefore to Joppa, and call hither Simon, whose surname is Peter; he is lodged in the house of one Simon a tanner by the sea side: who, when he cometh, shall speak unto thee. The angel's specific instructions—name, location, detailed address—demonstrate divine omniscience while directing Cornelius to human messenger for gospel proclamation.

Historical Context

The detailed address (Simon tanner, by sea side) enabled messengers to locate Peter in Joppa's busy port. God could have revealed gospel directly through angel, but chose human proclamation as ordained means. This establishes pattern—angels direct, humans proclaim gospel. The seaside location placed Peter where Cornelius's messengers could easily find him. God's providence in details, orchestrated around 40 CE, facilitated Christianity's revolutionary Gentile inclusion.

Related Passages

Romans 10:9 — Confession and belief for salvation

Study Questions

1. Why does God use human messengers rather than angels to proclaim gospel?
2. What role do specific details play in confirming divine guidance?
3. In what ways does God's providence work through natural circumstances and locations?
4. How should believers recognize God's orchestration in seemingly coincidental details?
5. What does appointed human instrumentality teach about means of grace?

Interlinear Text

πέμψον οὖν εἰς Ἰόππην καὶ μετακάλεσαι Σίμωνος
Send therefore to Joppa and call hither Simon
G3992 G3767 G1519 G2445 G2532 G3333 G4613

ὅς ἐπικαλεῖται Πέτρος οὗτος ξενίζεται ἐν οἰκίᾳ
who surname is Peter he is lodged in the house
G3739 G1941 G4074 G3778 G3759 G1722 G3614

Σίμωνος βυρσέως παρὰ θάλασσαν ὃς παραγενόμενος
Simon a tanner by the sea side who when he cometh
G4613 G1038 G3844 G2281 G3739 G3854

λαλήσει σοι
shall speak unto thee
G2980 G4671