

## Isaiah 16:1-14

Date \_\_\_\_\_

1. \_\_\_\_ Send ye the \_\_\_\_\_ to the ruler of the land from Sela to the \_\_\_\_\_, unto the \_\_\_\_\_ of the daughter of Zion.
2. \_\_\_\_ Take counsel, execute judgment; make thy \_\_\_\_\_ as the \_\_\_\_\_ in the midst of the \_\_\_\_\_; hide the outcasts; \_\_\_\_\_ not him that wandereth.
3. \_\_\_\_ And in mercy shall the \_\_\_\_\_ be established: and he shall sit upon it in \_\_\_\_\_ in the tabernacle of David, judging, and seeking \_\_\_\_\_, and \_\_\_\_\_ righteousness.
4. \_\_\_\_ We have heard of the \_\_\_\_\_ of Moab; [he is] \_\_\_\_\_ proud: [even] of his \_\_\_\_\_, and his pride, and his \_\_\_\_\_: [but] his lies [shall] not [be] so.
5. \_\_\_\_ For the fields of Heshbon languish, [and] the \_\_\_\_\_ of Sibmah: the lords of the heathen have broken down the principal \_\_\_\_\_ thereof, they are come [even] unto Jazer, they wandered [through] the \_\_\_\_\_: her \_\_\_\_\_ are stretched out, they are gone over the \_\_\_\_\_.
6. \_\_\_\_ Therefore I will \_\_\_\_\_ with the weeping of Jazer the vine of Sibmah: I will \_\_\_\_\_ thee with my tears, O Heshbon, and Elealeh: for the shouting for thy \_\_\_\_\_ fruits and for thy \_\_\_\_\_ is fallen.
7. \_\_\_\_ And \_\_\_\_\_ is taken away, and joy out of the plentiful \_\_\_\_\_; and in the vineyards there shall be no \_\_\_\_\_, neither shall there be shouting: the treaders shall \_\_\_\_\_ out no wine in [their] \_\_\_\_\_; I have made [their vintage] shouting to cease.
8. \_\_\_\_ And it shall come to pass, when it is \_\_\_\_\_ that Moab is weary on the \_\_\_\_\_ place, that he shall come to his \_\_\_\_\_ to \_\_\_\_\_; but he shall not prevail.
9. \_\_\_\_ This [is] the \_\_\_\_\_ that the LORD hath \_\_\_\_\_ concerning Moab since that \_\_\_\_\_.
10. \_\_\_\_ But now the LORD hath spoken, saying, Within \_\_\_\_\_ years, as the years of an \_\_\_\_\_, and the glory of Moab shall be contemned, with all that \_\_\_\_\_ multitude; and the remnant [shall be] very \_\_\_\_\_ [and] feeble.