

# Building a Sunday Philosophy.

FOR YOUR CONSIDERATION and THOUGHT!

Why do we do what we do in our gatherings?

Don't let it become just about the already convinced.

As the weekend goes, so goes the rest of the week. **THINK about the weekend (the main gathering).**

**Our GOAL is to Create a Life Giving Weekend Services that exalts Jesus.**

*Rick Warren said" Imitation beats innovation 9 out of 10 times. I would rather be effective than creative."*

Look at proven life giving models

**BE life giving - fill the room with life, energy, warmth**

## **1. An encounter with Jesus**

**Both with Christ followers and unchurched**

## **2. KNOW why the unchurched are unchurched**

- The services are long and boring max 1hr 30 mins
- The messages are unclear and complicated

Language "obsess about the language this creates the culture" C Hodges

- The members are unfriendly
- The church just wants my money

- What will happen to my kids

### **3. Create environments that encourage people to COME BACK**

The test is not whether they worshipped or even put their hand up.

If they don't come back we will see no salvation, discipleship, baptism etc.

Michael smith ARC “good to see people in churches where not everyone is worshipping as this shows new people are there”

**PREDICTABILITY** in our language / length / feel / comfort.

**It results in safety. People come back and people bring their friends.**

### **4. Whatever you build the gathering on, you must maintain it**

**Be careful with too many specials.....**

- Guest speakers
- Guest bands
- Special gatherings.

### **5. PRAYER Makes the difference**

- Cover it in prayer eg Boiler room
- Weekly prayer gatherings to prepare the way for Sundays

### **6. What about the first 10 minutes**

- **ascetics**
- What does this location feel like to a first timer
- How did it make you feel
- Signage
- Parking team
- Greeters

**Visitors should be greeted warmly but allowed to remain anonymous.**

- Concierge

Odd / challenging people in our churches don't let them be the first people that people encounter on the doors / car park / welcoming.

- Connect cards
- Smells
- Look at external signage

### **7. Create COMFORT within the environment**

Have a plan to clean up the interior and exterior

Eg if portable clean it up internal / external. Eg Field Mill

### **Give thought to the ROOM DYNAMICS**

Dark v light

Sound

Stage

Layout

Screens

**In EVERYTHING focus on DOING THINGS GREAT it creates COMFORT**

**Doing the very best with what you have.**

**Build a team!!!**

### **8. Know your prime time for gathering**

### **9. Kids ministry**

- Great fun programmes
- Relevant and relatable leaders
- Safeguarding / safety
- Make the children want to come back

## **10. Put energy into GREAT praise and worship**

Eg of Arena 3 songs 20 -25 mins max

Song choices - What is it saying / is it singable / personal favourites /  
eg old school v new school

**\*Hire in a musician/Use You Tube**

Create Holy moments!

Room for the Holy Spirit, without being weird!

- Create spaces and times for teaching and experience of Holy Spirit
- Keep in mind what you are doing!

## **11. Intentional transitions**

Language

Create moments

Use stories

\*Think about Breaking of bread, announcements, literature, use of stories,  
offering teaching - language

## **12. Deliver Messages that are interesting, clear, relevant, entertaining and biblical.**

**Have a series plan / take people on a journey**

**Know:-**

Who is my audience

What do i want them to know hear understand

What do i want them to do

Eg Do the Hard things don't need to compromise!

**Altar Calls = Go for souls**

**Everyone follows the pattern! Predictability!**

- **Private response. The time to go public may not be now!**

- **Baptism. A public display that confirms the private decision**

### **13. Follow Up.**

- What next
- What do they need to know / do
- Lead into discipleship

**New people lunch BUILD around FOOD  
GROWTH TRACK JOURNEY.**

**Conclude:**

**You lead the way - BE THE EXAMPLE**

**You be well organised and planned - leave nothing to chance!**

**As you model it and train for it - your team will catch it!**