

MINISTRY TEAM ROLES & APEST CALLINGS

Assumption:

1. **APEST giftings are useful as we move down this path:**
>Undefined > Awareness > Basic Skills > Lead Others > Develop Others

MINISTRY TEAM ROLES:

1. **Leader = *Oversee the overall vision of the team***
 - = Develop and appoint leaders to key roles to foster momentum and growth
 - = Represent the team in leadership meetings and discussions
 - = Ensure strong communication and purposeful gatherings

APEST Callings: APOSTLE; TEACHER, EVANGELIST

2. **Recruiter = *Champion the team's legacy & growth goals***
 - = Model recruitment as a means to a growing
 - = Equip differently gifted members to by network and invite
 - = Build a leadership pipeline to anticipate transitions
 - = Help new members to be trained and shepherded

APEST Callings: EVANGELIST; APOSTLE; PROPHET; SHEPHERD

3. **Shepherd/Pastor = *Ensure strong relationships & spiritual growth***
 - = create systems for team members to grow spiritually
 - = help team members care for one another during and beyond serving dates
 - = foster team-building and relational growth
 - = prevent tasks from eclipsing familial relationships

APEST Callings: SHEPHERD; PROPHET

4. **Trainer = *Train and retrain team members for service***
 - = Prepare documents and systems to train people for team roles
 - = Provide regular opportunities for leadership and tactical growth
 - = collaborate with other team leaders to play a vital role in the process

APEST Callings: TEACHER, SHEPHERD

5. **Scheduler = *Organize team members and team schedules***
 - = systematize scheduling for simplicity, clarity, and convenience
 - = schedule key ministry and captain roles for each event
 - = clarify expectations and how to make changes
 - = find ways to involve and appoint a growing number of people
 - = harness scheduling tools provided by the church

APEST Callings: TEACHER, SHEPHERD

6. **CAPTAINS = *Optional, specialized roles needed for the team to operate***
 - = Point people scheduled to oversee specific, critical areas

NOTE: People can play more than 1 of these roles, but teams fail without a full, balanced team