

ONE COMMUNITY CHURCH PRESENTS

# Nothing Moves Until You



# LEAD

How To Capture and Inspire Volunteers



# 5 Signs People Wear

## Listen to me

Prioritize the person in front of you and ask questions to learn about them.

## Will you involve me?

Are you asking questions based on what you want or what they want?

## Some Assembly Required

You have to develop people. Leaders must own the responsibility of creating authenticity.

## Focus me.

People naturally tend to drift.

## Inspire me.

Everybody needs encouragement.

# Preparing to Make the Ask

Don't Say Peoples No For Them

I Don't Have Time	Ask Questions
I've Served My Time	Reignite the vision
You work people too hard	Hear feedback
I have kids so I can't serve	Have different types of opportunities available
I give money, so I don't need to serve	Time, Talent, Treasure
I'm not a member	We believe serving is a faith catalyst, so we have opportunities for those who aren't members.
I'm praying about it	We are all called to serve.
I'm not ready	Be ready to walk with them
What's in it for me?	Benefits of serving
But I'm New!	You are here for a purpose
Already Serving	Review capacity, don't push
My spouse doesn't want me to serve,	Be understanding
Out of Town	Share Other Opportunities
I'm Taking A Break	Ensure they are still connected



# Don't Get Used To Losing

When You Set A Goal Meet It!



Identify Your Top  
3 Problems



Pray For Your  
Problems



Plug the Holes

Having people to lead is a gift.

You can either drop the ball or steward the gift well.

**7 Volunteers to Recruit**

Singles

Retirees

Empty Nesters

Former Leaders

Previous Ministry Experience

Newlyweds

New Believers

**NEW  
PEOPLE**

**STARS**

**NEEDS  
IMPROVEMENT**

**SOLID  
CITIZENS**

**Don't Ignore New People**

# People Who Excel In Our Culture

Love to Have Fun

Rejects Negativity

Warrior Spirit

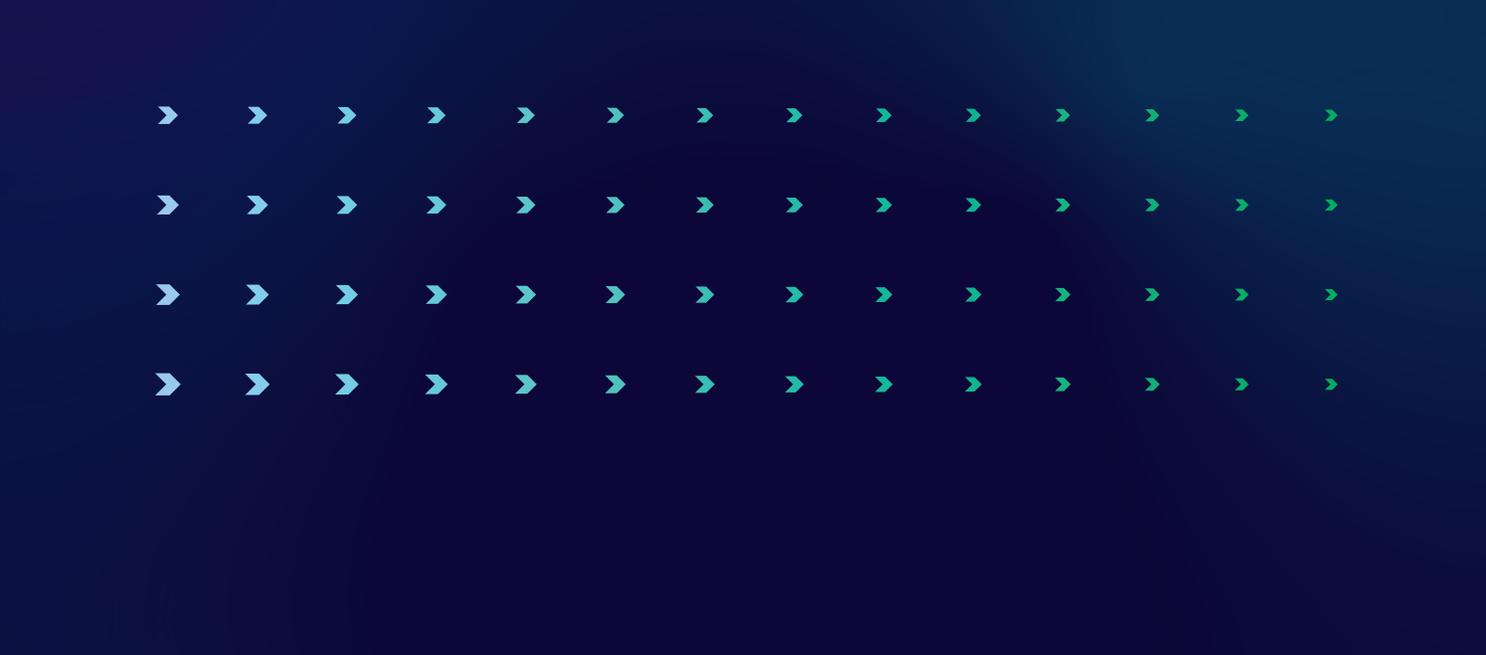
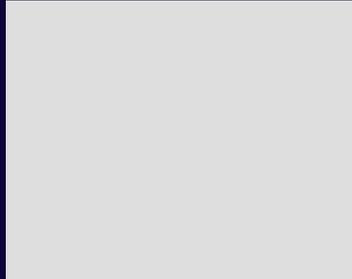
Mission From God

Self-Aware

Teachable

Rejects Negativity

Grateful



# GAMEPLAN

1.

## Every volunteer on board.

**Connect people to their Kingdom Purpose:** If you miss the why then you are begging people. Do not want to give people the sense that they are doing you a favor. Compel them to rearrange what matters. Inspiration not demeaning.

2.

## Identify one leader.

**There must be one leader, and everything depends on that person.** Confusion will diminish progress, it is important that everyone knows who the final decision maker is.

3.

## Leader needs to have 10 key leaders to lead the volunteers.

A good rule of thumb is 1 leader per 10 volunteers.

4.

## Make the win clear & be ruthless about attaining the win.

**There must be one leader, and everything depends on that person.**

5.

## Be Prepared

**Make it was for the volunteers to meet the win and to "leade by example."** ie - have forms, QR codes, t-shirts, clipboards, etc. all ready for use.

6.

## Reconciliation

**Reconcile the data that you collect real time.**

# GAMEPLAN

7.

## Constant Communication.

**Create clear channels of communication:** The 10 leaders must be able to communicate real-time and without distraction to be able to adjust to changes and assist one another on the fly.

8.

## Huddles.

Plan to huddle as frequently as possible, but especially when there is a transition of service or shift. **The purpose of the huddle: Inspiration and remembering the why.**

9.

## Be present and move people forward with great energy.

People do not want to follow or connect with someone who does not have a passion for what they are doing. Lead the way with genuine energy and excitement for the task at hand. Your first job is to inspire yourself.

# HOW TO SELECT LEADERS

- Leaders should be selected from your campfire.
- Their passion level should be a maximum of 1-2 levels from your own.
- Do NOT dump on them.
- They must understand the weight of the task.

