

Policy for Special Music

The worship committee has formulated a new policy for special music, which is summed up as follows:

The purpose of special music is to lead the congregation into worship. It is not a performance, but an offering. As such, we believe that everyone who does special music should take care to be well-prepared in heart and in ability.

It used to be that anyone who wanted to do so could play or sing. Occasionally this has resulted in one of the following problems:

- (1) The person who sings does not have a natural gift for leading worshipfully.
- (2) The piece chosen is played well but is not right for the setting.
- (3) Some people play pieces which are truly not well-prepared and ready to be played in a public setting.

Therefore, we would like to set the following guidelines for special music:

- (1) The music chosen should be appropriate for the setting; ask yourself this key question: does it help lead others to worship? We are open to many different styles, but is this piece likely to bend our hearts toward the Lord? Strive for something that is melodic, meditative, joyful. . . something that lifts the spirit.
- (2) If possible, but not mandatory, we would like to have a song fit into the flow of the service coordinating with the other songs and message. Normally a piece will last around three (3) minutes.
- (3) The singer/player needs to be well-prepared (which does not mean perfect), able to do his piece without much stumbling and thus causing discomfort to his hearers.
- (4) We are very open to many people doing special music. However, we will sometimes ask to have an audition of sorts before a couple of members from the worship committee in order to determine whether or not the piece is ready or appropriate.
- (5) These principles would apply to any other type of special presentation in the service.

In conclusion, we want to encourage people to bring an offering of special music, either as individuals or as small groups, keeping in mind the purpose of glorifying the Lord in everything