




Super Team


# Fellowship One Champion

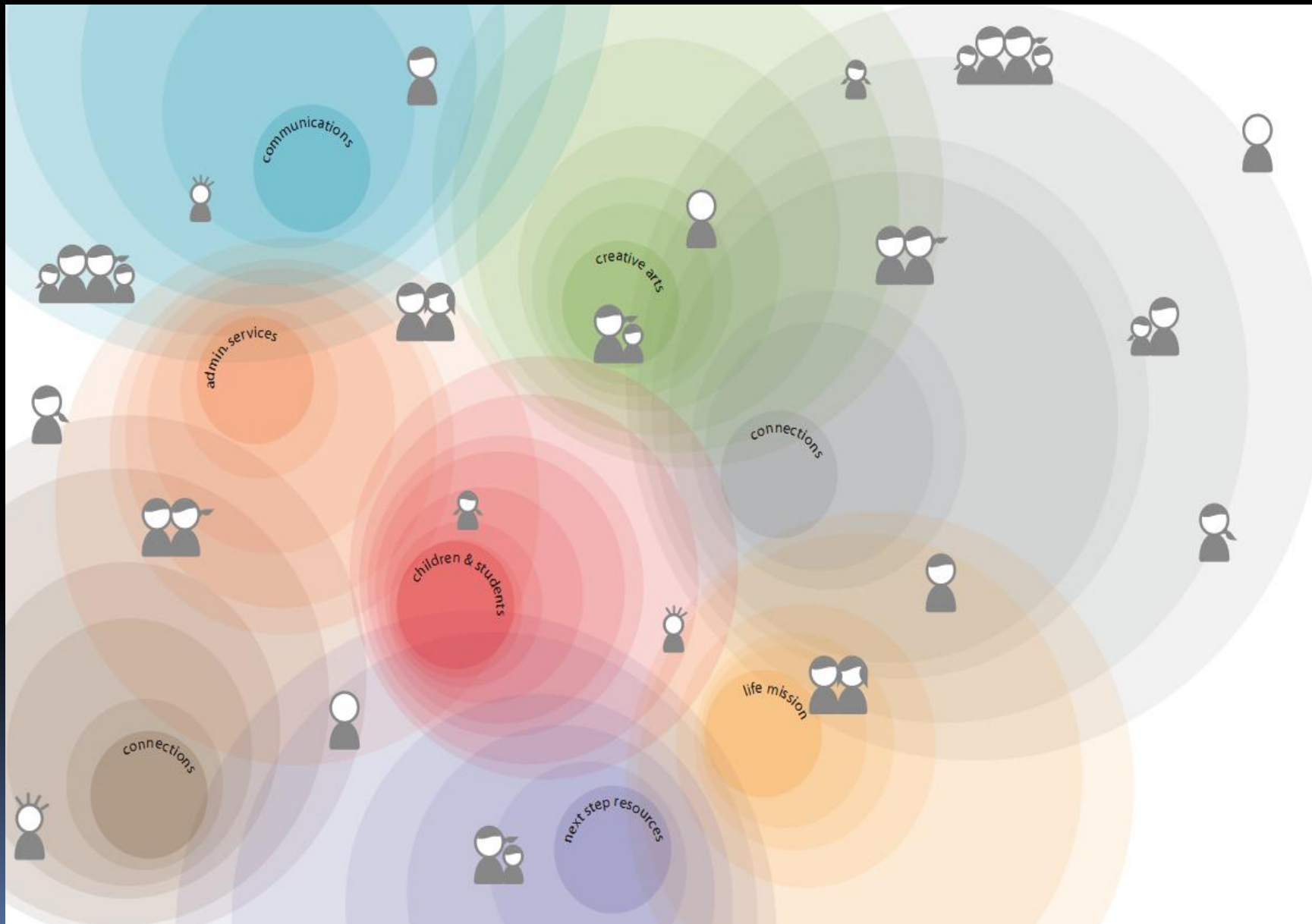
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# Introduction

- Super Team Concept
  - Super Team Evolution
  - Member Roles
  - What We've Learned
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# Super Team Concept

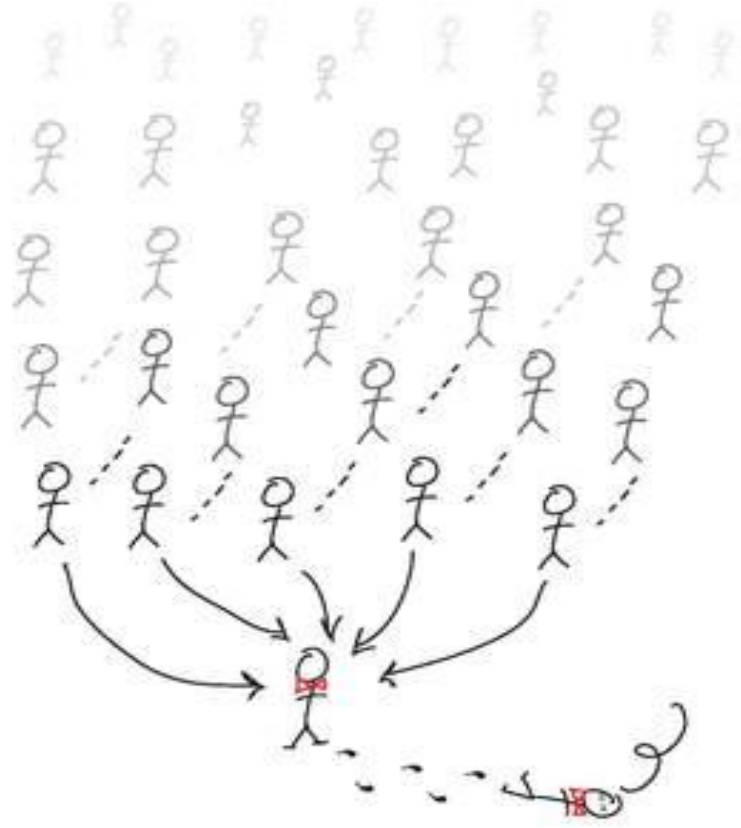
- Brought About by Growth/Change
  - Process and System Changes Affect Many People/Depts.
- 



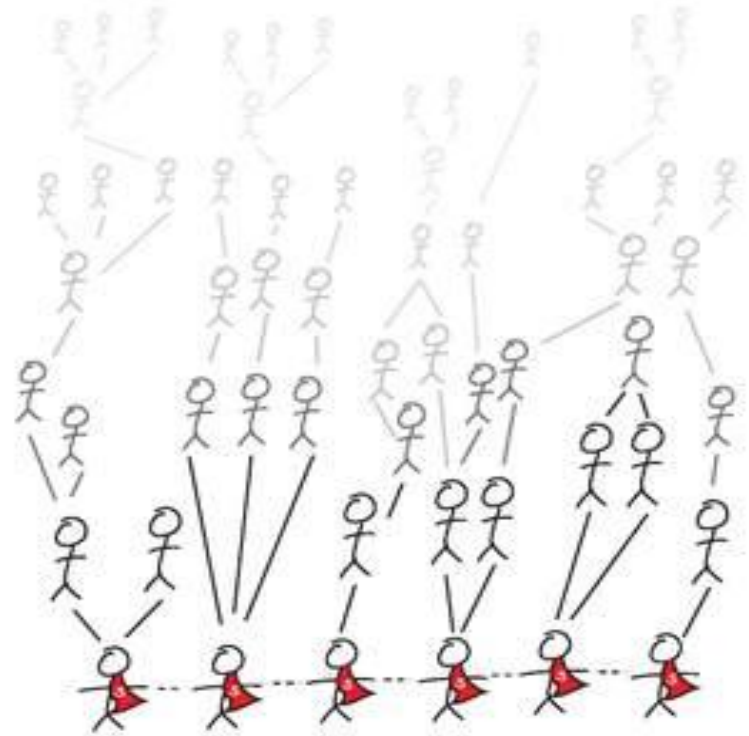
# Super Team Concept

- Need for Shared Ownership
  - Team Outperforms Individual
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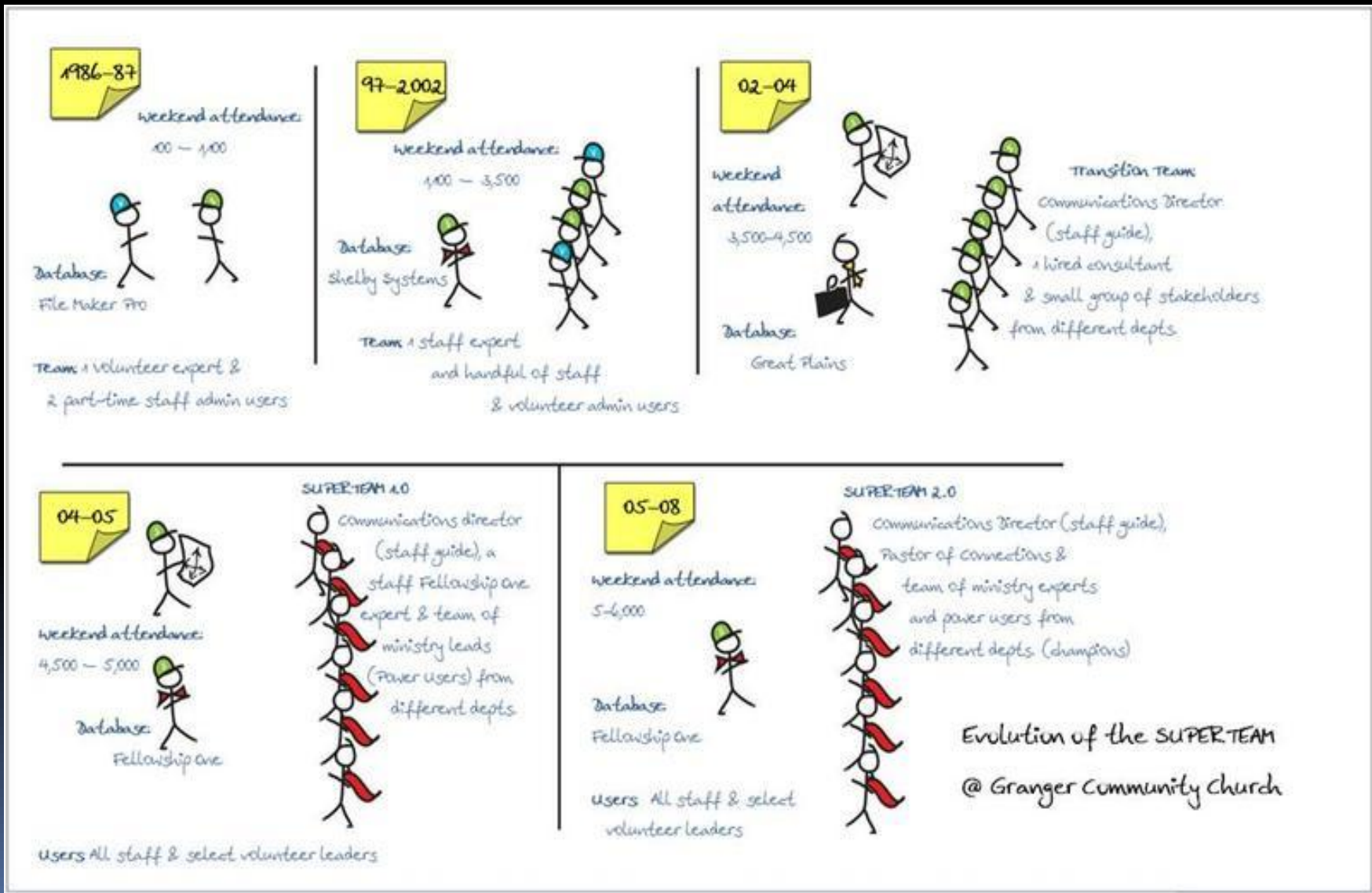
### DATABASE GUY



### SUPER TEAM



# Super Team Evolution



# Super Team Evolution

- 2002 – 2004
  - System – Great Plains
  - Weekend Attendance 3,500 – 4,500
  - Team = Guide, Expert, Users
    - Guide: Staff Leader (Admin. Pastor & Comm. Dir.)
    - Expert: Consultant
    - Users: Transition Team

# Super Team Evolution

- 2004 – 2005
  - System – Fellowship One
  - Weekend Attendance 4,500 – 5,000
  - Team = Guide, Expert, Stakeholders, Users
    - Guide: Staff Leader (Comm. Dir.)
    - Expert: Single Staff Power User
    - Stakeholders: Super Team 1.0 (Ministry Leads)
    - Users: All Staff and Volunteers

# Super Team Evolution

- 2005 – 2008
  - System – Fellowship One
  - Weekend Attendance 5,000 – 6,000
  - Team = Guide, Champions, Users
    - Guide: Staff Leader (Conn. Pastor & Comm. Dir.)
    - Champions: Super Team 2.0 (Ministry Exp./Power Users)
    - Users: All Staff and Volunteers

# Super Team - Roles

- Facilitator
- Back Office
- Support
- Finance
- Senior Management Team Member
- Department/Ministry Representatives
- Influential Voices
- Data Czar
- Power Users

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  - One on one meetings
  - Mentor trainings

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- Have meetings outside of Super Team
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  - Mentor trainings
- Pick the right leader
  - F1 Expert / Data Guy / Project Manager / Facilitator
- Have a plan
  - Agenda: Typical
  - Agenda: Volunteer Expo 2007

# Super Team - Thoughts

- Can Be Used Any Size Church
- Structure Will Vary
- Evolution Will Vary
- Find What Works for Your Situation

Please fill out session evaluation!

<http://DynamicChurchConference.com/survey>

