A Fool-Proof Plan for Torpedoing Your Ministry

1. Forget Your Call

Jeff lorg, <u>Is God Calling Me?</u>: "A call is a profound impression from God that establishes parameters for your life and can be altered only by a subsequent, superseding call from God."

What is the "profound impression" God has given you about your ministry?

What parameters has that placed on you?

What are the warning signs that you might be straying from your call?

2. Adopt a Worldly Definition of Success

World: "Your success is measured by nickels and noses."

What is a biblical definition of success?

What are the dangers if you adopt a worldly definition of success?

Does this mean you shouldn't set numerical goals and measure results?

3. Play the Comparison Game

The two possible outcomes: Pride or discouragement

What will those outcomes do to your ministry?

Does this mean you shouldn't look at what others are doing?

4. Isolate Yourself

The isolation trap: When things are going well, you're too busy. When things are not going well, you're embarrassed.

What are the dangers of isolation?

How do you keep yourself from becoming isolated?

5. Neglect Your Physical Health

Ed Stetzer (who used to be very overweight): "I love going to the annual meeting of the Southern Baptist Convention. It's the only time of year I feel both *young* and *thin*!"

How does the stewardship of your body affect your ministry?

Have you "spiritualized" being out of shape and unhealthy?

6. Neglect Your Marriage

25 years of observation: Marital disruption is the number one way ministries get disrupted.

How does the state of your marriage affect your ministry?

How do you give priority to your marriage?

7. Ignore Sloppy Handling of Money

Nothing causes confidence in your leadership to fall faster than the suspicion that money is being handled improperly.

What are some excuses you might be tempted to make for not following up on essential details?

What are you doing to exercise sufficient oversight of the financial aspect of your ministry?