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Explosive Growth Strategy and Pragmatics of Project 4:19

Matthew 4:19, *"Follow me and I will _____ you to fish for people."*

A. The Plan

1. Points are given for three things:
 - a. Bringing _____ time guests to the youth ministry.
 - b. Getting those same guests to _____ in the weeks following.
 - c. Keeping your _____ attending.
2. This could be a perfect opportunity to launch small groups or to just create a feeling of small group interaction.

B. Point System

1. 1000 points = Regulars
2. 2000 points = FIRST Time Guest
3. 3000 points = SECOND Time That Guest Returns
4. 4000 points = Guest Returns A THIRD Time
5. 5000 points = Guest Returns A FOURTH Time
6. If you get them back a second, third, let alone a fourth time you have created a very likely _____.
 - If they have shown up three or four times they're yours.

7. Competition is done on a _____ basis. Larger groups have no advantage over smaller ones.

8. DO NOT _____ these points each week.

C. Leadership Structure

1. Each team needs to be made up of a _____ of some people who carry influence.

2. Match key teenagers from your overall youth ministries to serve as assistant leaders.

3. Two key principles in putting together leadership teams:

a. Divide up your _____ teenagers so that one of your groups does not begin with an obvious advantage with all the sharper kids in it

b. Try to keep most of the teenagers on your team within a _____ year span of each other.

D. _____ Steps in launching PROJECT 4:19

1. Determine the number of teams you are going to have. Ideal numbers are one team for each 8-15 students.

2. Choose your key leaders. Talk to them alone _____.

3. Choose key _____ leaders. These are quality core students that are looked up to.

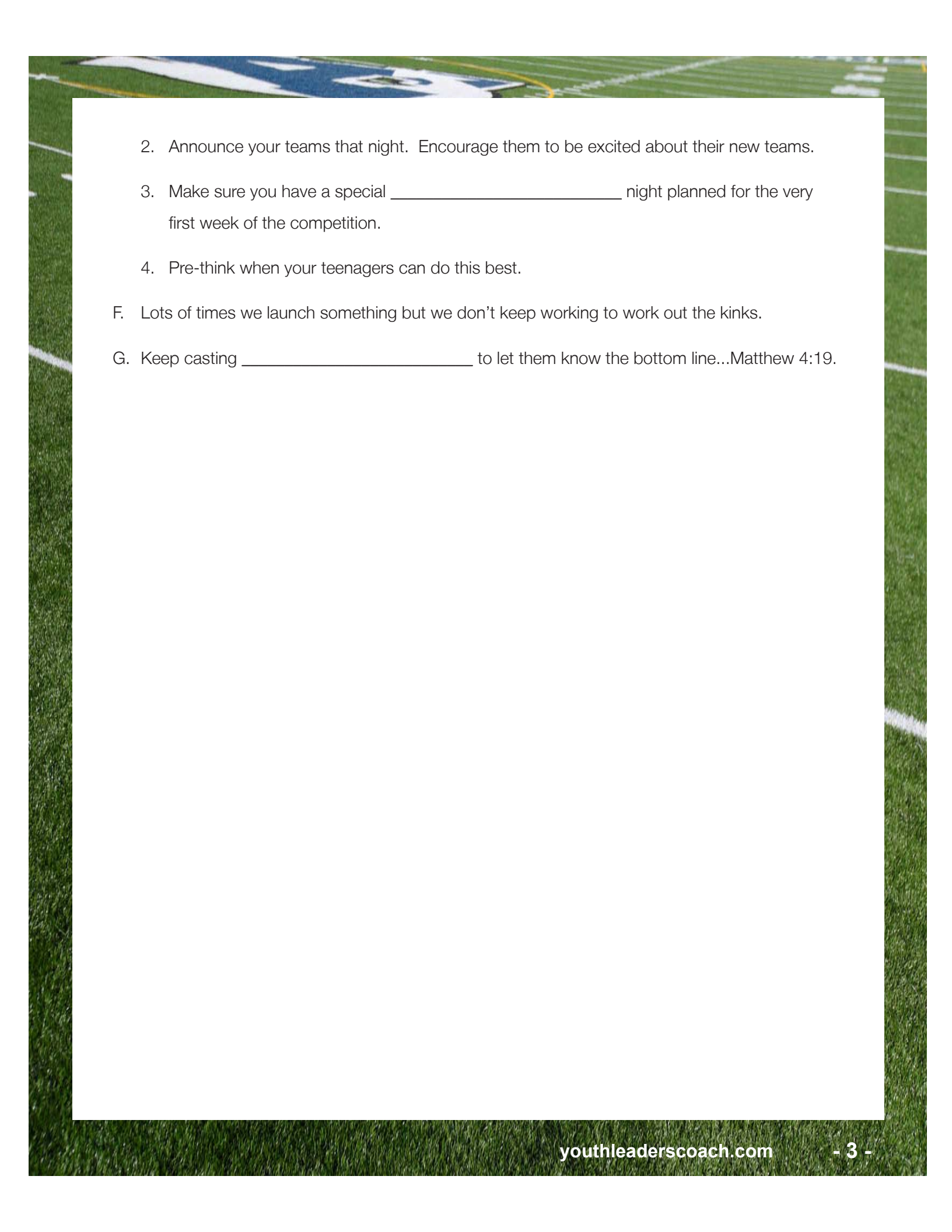
4. Divide your total youth ministry into teams within the teams you created.

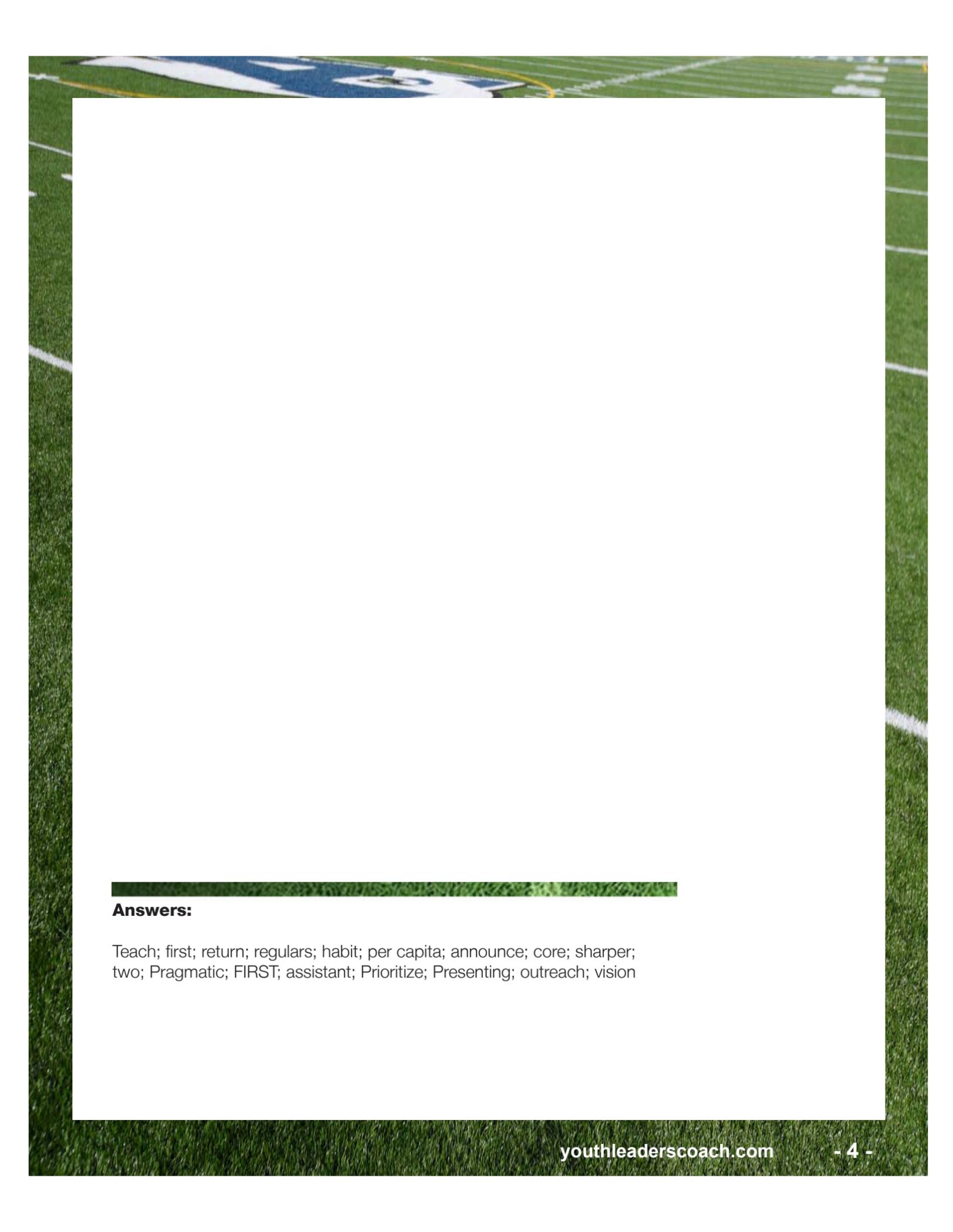
5. Prepare your team leaders. _____ motivation!

6. Determine how you will collect the points each week.

E. _____ PROJECT 4:19 to your youth ministry

1. Plan a night after you have your core leadership motivated behind the scenes.

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2. Announce your teams that night. Encourage them to be excited about their new teams.
 3. Make sure you have a special _____ night planned for the very first week of the competition.
 4. Pre-think when your teenagers can do this best.
- F. Lots of times we launch something but we don't keep working to work out the kinks.
- G. Keep casting _____ to let them know the bottom line...Matthew 4:19.



Answers:

Teach; first; return; regulars; habit; per capita; announce; core; sharper;
two; Pragmatic; FIRST; assistant; Prioritize; Presenting; outreach; vision