



How To Guide OUTREACH RALLIES

Evangelism Events

Purpose

Imagine this: Your students gather with anticipation to go visiting! Immediately they head for their teams, quickly decide who to go visit, and within fifteen minutes they're off for two hours of exciting visits! The visits are orchestrated so that everyone on each team has a part in it! When the students return, they have stories to tell of their results, and wait with baited breath to see whether their team has the most points in the outreach competition! Seem like a dream? It CAN happen, even to a group that yawns at the idea of visitation!

Here's how: This evangelism strategy utilizes two outreach-type events: Outreach Competition (in which students "go out") alternates with the Outreach Rallies (in which students invite friends to "come in")! There is at least one Rally included with each unit of material, which is uniquely based upon a passage of Scripture in the study series. But the Outreach Competitions are more generic, and so a full explanation for how to conduct an Outreach Competition is also included as part of this material. The emphasis is upon evangelism and outreach for both the Outreach Competition and the Rallies. Remember: the Rallies are a "COME and bring your friends" type of event, while the Outreach Competition is a "GO and tell your friends" type of event.

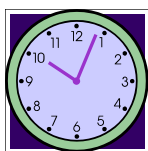
Putting Zest in the Outreach Competition!

The outreach competition utilizes natural competitiveness as a key element in involving students! The student teams compete with each other during this unit of study for outreach points. Points are given to each team for the number of people making visits, the number of visits, the number of camp registrations, and etc., which they accumulate at these events throughout this study. The point system is outlined on a separate Instruction Guide which is given to the Teams and Team Leaders. (See "Outreach Competition Team Instruction Guide"). The team with the highest accumulation at the end of this unit should be treated to a special fellowship, to be determined prior to the beginning of the competition.

Place and Times

The Outreach Competition and the Rally should be placed at least one or two weeks apart to give adequate time to promote each one.

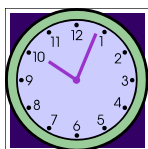
Procedure



6:00pm Team Strategy Meeting.....Teams

All students gather at the church on Outreach Night, and immediately form into their teams to finalize their strategy (which students they will visit, map routes, etc.). Hopefully, within fifteen minutes, the teams are on their way to make visits. This DOES and CAN happen only if the teams have used their "Team Time" during the previous Bible Study times, etc., to largely pre-determine their strategy, route, visits, etc. Attendance is taken by recording the number of team participants on

the team score sheet. Each Team picks up "Outreach Packets" containing information about youth activities to be given to those whom they visit. The Teams pray and depart.



6:30pm Outreach Competition.....Teams

The teams go as separate groups to make their visits. Teams may elect to split up into smaller subgroups (if transportation is available) to make more visits. As the team competition heats up, it is fun to watch how excited students get about visiting! See the "Outreach Competition Team Instruction Guide" for details of the step-by-step procedure for making a visit. Hopefully, each team member may participate in the visits, because the team members remove items from the Outreach

Packet one at a time to show to the person whom they visit. Also, a witness should be given through the testimony of at least one team member or the Team Leader at each home. Teams have 2 hours to make visits, and ALL teams MUST return to the starting point at the church by the appointed time. Negative points may be given for being late. Adult drivers should be present to ensure that absolutely NO speeding or reckless driving will occur!



8:00pm Tally & Share Time.....Evangelism Coordinator

As teams reassemble at the starting point, they should tally their team score sheets. An Outreach Coordinator may be secured to tabulate and confirm scores. Beginning at 8:00 as teams return, you may want to offer refreshments. Often, we have seen teams return with a lot of excitement, and there is lots of cheering for teams, banter between team leaders, etc.! Team leaders are the key to this, usually! By 8:00, all teams MUST be back, and the share time may begin. Results of team visits are shared by team participants. At the end of the share time, the leading teams for the night are announced.



8:15pm Dismiss to Team Activities.....Team Leaders

We have found this feature to be an important key in Outreach nights! We ask our Team Leaders to take their teams out following the Outreach for some kind of recreation. It might be something as simple as going to Burger King or Pizza Hut, or it might be something more involved as time permits, like going to a home to watch a video or football game or play basketball. These recreational outlets are wonderful for team-building, and also allow the Team Leaders some profitable time getting to know new and current students personally and corporately.

Points, Prizes, and Penalties

We used this point system to award participants for the following::

1. Points:

TEAM POINTS FOR BOTH OUTREACH AND RALLIES:

Action	Regular Event Points	Special Event Points
Attendance	6,000	15,000
Attend/Registered for camp	12,000	20,000
Attending/Register for camp today	18,000	25,000
Attending/wearing camp shirt	2,000	2,000

TEAM POINTS ONLY FOR OUTREACH EVENTS: (Legitimate prospects only)

Action	Regular Event Points	Special Event Points
Made Visits/Gave Witness	4,000	6,000
Made Visits/Secured Camp Registration (paid deposit)	11,000	23,000
Made Visits/Secured Signed Camp Reservation Card	18,000	25,000
Made Visit/Secured Promise to attend youth group	2,000	4,000
Made Visit/No one home	1,000	3,000

2. Prizes

Prize for the winning boys team and winning girls team should be determined prior to the Kickoff.

3. Penalties

All visiting teams must return to the starting point by 8:00 p.m.! 1,000 points penalty per minute will be assessed against late teams.