

Job Title: Music Director

Purpose Statement: To lead others into authentic worship of God through music and creative arts in order to give God the glory, honor, and praise that He deserves.

Reports To: Lead Pastor

Responsibilities:

ALL STAFF Non-Negotiables

- Has a growing relationship with Jesus Christ (spends time daily interacting with Him through prayer and Scripture reading & reflection)
- Faithful attendance at our weekly gatherings
- Attend, apprentice, or lead a Connect Group
- Regular giving of your finances back to Grumlaw Church
- Regularly invite people in your sphere into Grumlaw's community
- Your life models Matthew 5:16 "Let your light shine before men, that they may see your good deeds and praise your father in heaven."

Music Director Expectations

- Oversee all aspects of music and worship including, but not limited to:
 - Lead all worship and musical elements at our Sunday morning gatherings
 - Conduct weekly rehearsal sessions for musicians, vocalists, and production

- Setup/teardown of all components in main worship area in conjunction with the Tech Director & Operations Director
- Attend weekly Creative Meetings in order to provide oversight and selection of music that coincides with the sermon/subject matter
- Select songs, research new music, arrange music, and write charts, as well as brainstorm stage design, graphics, and other creative elements.
- Mentor the worship team members and grow the team to include multiple worship leaders
- o Develop and execute an annual worship budget
- Develop and execute semi-annual (with the goal to move to quarterly) worship nights
- Recruits, trains, schedules, and manages band team members

Work Schedule:

- 40 hours/week (will increase to 50+ at Easter & Christmas seasons)
- Attend weekly All-Staff Meeting
- Attend weekly Creative Meeting
- Attend monthly "1-on-1" Meeting w/ Lead Pastor
- Lead weekly band rehearsal
- Be present in office at minimal 2 days per week (Mondays & 1 other day of your choosing)
- Cannot miss more than 4 Sundays annually

