

Mutual Ministry Team Annual Report 2017-18

Our Lutheran understanding of the church sees ministry as being shared by all the baptized people of God. The ministry of a pastor and a congregation is strengthened when there exists a small group of persons who act out of mutual concern for both the pastor and the congregation.

The aforementioned statements are from the Congregational Mutual Ministry Committee handbook originally published by the ELCA and adapted for Prince of Peace Lutheran Church. This handbook is used as a guideline for facilitating open communication concerning the attitudes and conditions within the congregation, and it establishes the purpose of a Mutual Ministry Committee.

The primary function of the Mutual Ministry Committee is two-fold:

- To keep the pastor advised about the conditions with the congregation
- To interpret to the congregation the ministry of the pastor

The committee's responsibilities and opportunities include:

- Education—encouraging the pastor and lay professionals to participate in continuing education
- Evaluation—providing for an annual theological reflection upon the ministry of the pastor and the mission of the congregation
- Support—serving as personal and confidential support to the pastor and partner, and as a communication channel for the congregation

Prince of Peace Mutual Ministry Team met as necessary to address the needs and concerns of the pastor and congregation. It is important to note that, as committee members, we are accountable to one another for maintaining strict confidentiality of all personal information shared during our work together. This is not a secretive process, but one that instills trust between the pastor and the congregation. The committee is accountable to the church council and reports directly as needed to that council.

We ask for your prayers of support as we work together to strengthen the ministry of Pastor Scott Thalacker and our congregation, Prince of Peace Lutheran Church.

Michael Groll
Kim Lott
Denise Stewardson