# **Onramps and Handoffs**

**Onramps** and **hand-offs** help facilitate movement through our essential environments (worship>groups>volunteer>missions).

## **Onramps**

We rarely do events outside of our core process and programming. When we do, the event or class <u>must</u> be an onramp to an essential program in our process. Instead of cul-de-sac ministry where events are an end in themselves, *onramps* are one-time events designed to move people to a next step.

### **Onramps to worship**

Invite Cards at Reach Beyond's "Stacked" Events

# Onramps to groups

101/201 Connection Class Beach Baptism to 1<sup>st</sup> Steps Child Dedication to groups Grad Recognition to groups

### **Onramps to ministry**

301 Connection Class Ministry Rally

**Onramps to mission:** 401 Connection Class

### Handoffs

We must do more than offer great programs/environments within our process. We must facilitate effective hand-offs between the programs. The handoff from one stage in our process to the next must be: *obvious, easy, and relational*. While onramps are events, handoffs are simply the soft and strategic stuff between programs.

#### **Handoff to groups**

Major Series/ Big Launch Conn. Card/ Announce/ Booth Decision Counselor to 1<sup>st</sup> Steps Website

## **Handoff to ministry**

Conn. Card/ Announce/ Booth 301 Counselors to Ministry Ministry Expo Website

#### Handoff to mission

Conn. Card/ Announce/ Booth Biz Cards (Invest/Invite) Reach Beyond Insert/ Booth