



Gateway Team Policy and Guidelines

(May 4, 2002)

Gateway's Purpose

To provide an opportunity for NAB churches and organizations (1) to accomplish needed projects / ministries that enhance the work of missionaries/pastors/nationals at home and abroad, (2) to open up the hearts of Team Members to career ministry (missionary) service, and (3) to allow an avenue for the sending NAB church or organization to multiply their own disciple-making ministry.

Gateway Team Policy

As a member of this Gateway Team to _____ (Ministry Site Location) from these dates, ___ / ___ / ___ to ___ / ___ / ___, I agree to adhere to the following Gateway Team policy:

Unity and Cooperation (Phil. 2:1-4; Eph. 4:3)

To be a Team Member in cooperation with my Team Leader and the rest of my team by putting aside personal desires and differences.

Conduct (1 Cor. 8, 9:24-27; Rom. 13:8-15:13)

Because of the wide range of cultures and customs Gateway works with, it is necessary to have standard guidelines that allow all teams to participate with safety, a clear conscience, and without the potential for hindering the work of a missionary or pastor in any culture. These guidelines are for all Team Members during ministry with Gateway regardless of age:

- *No narcotics, alcoholic beverages, or tobacco in any form.*
- *Personal entertainment devices (Walkmans, GameBoys, etc.) are NOT recommended*
- *No inappropriate dancing, music or clothing (please be culturally sensitive)*
- *No exclusive male/female relationships within or outside of the team (except, of course, for married couples).*

Many North American customs of dating, going steady, embracing, holding hands, etc. are unfamiliar to many of the cultures that Gateway serves. Spending too much time with another Team Member tends to undermine team unity and minimize the effectiveness of the team. We encourage each person to get to know ALL the other Team Members equally well.

Gateway does not want to tear down the ministry that our hosting missionaries and pastors have spent years working hard to build. With this in mind, please understand that we will not tolerate any undisciplined relationships that jeopardize team unity and the effectiveness of the team's ministry. **Team Members who refuse to follow Gateway Team Policy and submit to their Team Leaders may be sent home at their own expense.**

Resolving Conflict (Matthew 18:15)

Within the Team – Team Members should commit to prayer all grievances and complaints and take them up privately with those involved according to Matthew 18:15. If still unresolved, Team Leaders should be consulted in a private context away from the public work of the team. With someone outside of the Team – The matter should be taken to the Team Leader(s) who will consult the host missionary or pastor.

In resolving conflict, final authority rests with the Team Leader.

Dress (Romans 14:21)

Most of the guidelines in this area should come from your host missionary or pastor. However, in most cases (especially in developing countries) it will be best if you are conservative with your dress. Remember that you should represent Christ's humility and sensitivity in a way that takes the focus off of yourself.

Gifts (Matthew 6:1-4)

Some general principles for giving gifts to national Christians: give the gift at the end of the trip so as not to make the receiver feel obligated to give in return; do not give in a group setting.

Politics (Colossians 4:6)

Avoid talking about American or national politics in the presence of non-team members.

Security and Protection

Listen carefully to and obey all the guidelines that the Team Leaders and especially the host missionary or pastor gives regarding safety in your ministry location. Review the dangers and risks associated with serving in your ministry location. Seriously consider the Release of Liability form you are signing to work with Gateway and the stipulations it contains.

Finances and Shopping (Luke 16:11)

Honor the Lord with your personal finances by not exploiting our North American wealth before those who have much less.

