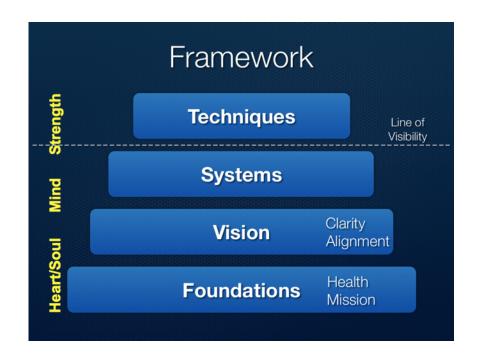
# WORSHIP TEAM MORSHIP TEAM MORSHIP TEAM MORSHIP TEAM

35One of them, an expert in the law, tested him with this question: 36 "Teacher, which is the greatest commandment in the Law?" 37 Jesus replied: "Love the Lord your God with all your heart and with all your soul and with all your mind.' 38 This is the first and greatest commandment. 39 And the second is like it: 'Love your neighbor as yourself.' 40 All the Law and the Prophets hang on these two commandments." -Matthew 22:25-40

Leading people in \_\_\_\_\_ is a great way to live this out.



Ministries rest on (mostly) unseen, but very real \_\_\_\_\_\_

**Healthy Relationships** 

Vision Alignment	
Systems	
Techniques	
	Team Building

**Worship Leading**Scriptures on worship: Ephesians 5:18b, 19, Psalm 150, Colossians 3:16, Psalm 33:1-3

We lead people, not music.
Focus people on We help set the table so people can taste and see that He is good (Psalm 34:8).
: it's not a monologue  Not a performance, not a spectator sport or a show. Everyone in the room is on the worship team.  Leader-congregation Leader-players
the team. Your team reflects you. Take responsibility for the changes you'd like to see. Focus on what you <i>can</i> do. Resist the temptation to blame. Lead the way.
Expect and
People live up/down to your expectations.
Spend together.
Plan set lists for the (not just the musicians). We help set the table so people can taste and see that He is good (Psalm 34:8).
Theme: is there a series, moment in the life of the church, etc.?
Tempo: consistent during the song, variety between songs

Key: variety between songs, keep vocal melody "between the C's"
Horizontal/vertical: think about the progression
Familiarity -New (3 weeks in a row when introducing) -Gold -Tired
Listen: your are your most important musical instrument. Listening is an important part of any conversation. Your ears are your most important musical instrument: listen to each other!
3 T's: In, on, good
rule: if you are the only one playing, you make up 100 % of the sound. If there is a group, each player needs to make space for the other musicians. If it's a group of 4 people, you are now 25% of the sound.
make music matter. Become an arranger. Change something every 4 or 8 bars.

## **Moment-Transition-Moment**

#### **Moments**

We want to create clear moments *distinct* from one another. We want to alternate moments (not the same thing back to back).

### **Transitions**

We want to clearly telegraph where we are going next. We want to smoothly transition from moment to moment.

# **Top 10 Moments**

**Lead Line**: an instrument solos over a chord progression.

**Partial**: part of the band plays; some instruments are conspicuously absent for effect (bass out of verse, drums only, etc.).

**Half Time**: drummer hits snare on beat 3 to change the feel.

**Sustain**: notes are sustained longer, at a medium volume. **Pulse**: notes are more rhythmic with certain notes emphasized; short sustain.

**Build**: the band builds in intensity.

Full Out: band plays full out at a higher volume.

**Fall Away**: band drops out after a big moment; just a guitar or keyboard is left playing.

Breakdown: repeated phrase that builds

Voices Only: congregation sings with all/most of the band not playing

# **Top Five Transitions**

Hits: the band emphasizes a rhythm for effect.

**Stops:** the band creates space before or after a moment.

**Fills:** the drummer telegraphs where we are going next.

Going up: drum build on snare and floor tom, open the hi hats,

build on snare, snare on beat 4

Going down: cymbal roll, tom fill

**Short Build:** the band increases intensity over a short period. Band opens it up more, Bass slides an octave or drives 1/8 notes

**Stair Step:** the band gradually steps up or down to next degree of intensity.

**Transition Between Songs** 

**Crowd Interaction** 

Peter Neumann
PeterNeumannMusic@gmail.com

www.WorshipExpedition.com www.NeumannMusic.com