



Block Party Events Trailer (BPET)

Manual





Block Party-Events Trailer

(BPET)

Usage Policies

1. The Block Party Events Trailer (BPET) is reserved for use by churches, missions and partner organizations of San Jacinto Baptist Association.
2. The BPET may not be taken outside of the San Jacinto Baptist Association area without approval from the office of the San Jacinto Baptist Association.
3. The BEPT may not be reserved for multiple events without approval of the office of the San Jacinto Baptist Association. This will insure opportunity of use by all of the churches. Nor can it be reserved by one church for use by another church.
4. Priority reservations are given to member churches that show consistent financial support of the San Jacinto Baptist Association and are using the BPET for church-wide and/or community outreach.
5. **The security deposit for \$100.00 and The Event Request Form must be received in the San Jacinto Baptist Association office to guarantee the reservation date. The \$100.00 usage fee is due prior to pick up of the Block Party Event Trailer.** A fee of \$50.00 will be charged for any additional days of usage of the BPET after the event reservation. **The security deposit will be returned upon receipt of the trailer, in the same condition in which it was checked out, and receipt of the evaluation form.**
6. Any damage to the trailer or equipment should be reported upon return of the trailer.
7. **Churches will be responsible for repair fees for damage of the trailer or equipment resulting from neglect or abuse** (Any usage not in compliance with BPET Instructions).
8. A church will not be able to reserve the trailer until all past fees for usage or damage by that particular church are paid in full.
9. Churches must reserve the trailer at least two weeks in advance. To reserve the trailer, contact the San Jacinto Baptist Association office at 281-422-3604.
10. Each church is responsible to carry event insurance adequate to cover liability and damage claims associated with the use of the trailer.
11. Picking up and returning the BPET will need to be coordinated with the Mission Center Staff. The BPET will be picked up at the San Jacinto Baptist Association Office, 1020 Birdsong, Baytown, Texas during regular office hours (8:30-4:30 - Monday-Friday) unless otherwise arranged with the SJBA Staff. The return time and date will be arranged with the Mission Center Staff.
12. Completed Event Request Form, training requirement agreement, proof of event liability insurance and payment in full must be received in the office of San Jacinto Baptist Association before any church is allowed take possession of the BPET.
13. The vehicle pulling the trailer must be equipped with a 2" ball and a four-way, flat light connector. A Seven pin connector is also available.

Block Party Events Trailer (BPET) Instructions

San Jacinto Baptist Association

The Block Party- Events Trailer is an evangelistic/mission tool, providing the basic resources needed to conduct special fellowships, outreach, or family events in any community within the San Jacinto Baptist Association. The Association provides this trailer as a tool to help SJBA churches maximize their outreach budget and help churches that otherwise would not have the resources to conduct a special event of this magnitude. We also want to help churches know how to reach lost people through the use of this tool. The usage fee is to help offset the cost of maintaining the BPET. It is estimated the contents would rent for approximately \$1,300/day if rented individually. Any contributions you wish to make will go toward adding additional items to the trailer and making renovations/repairs to equipment or the trailer beyond the normal fees. You may also consider providing a scholarship for a smaller-membership church to use the trailer.

These instructions explain how to set up, use and return each component in the trailer, so that it is ready for the next church to checkout. This guide is provided to all persons who complete the BPET Church Coordinator training. Every church must have a trained person present to oversee the unloading, use, and repacking of the BPET trailer, to ensure proper procedures.

To Reserve the Trailer: Contact San Jacinto Baptist Association at 281-422-3604

To Pick up and Return the BPET to SJBA: Contact - San Jacinto Baptist Association.

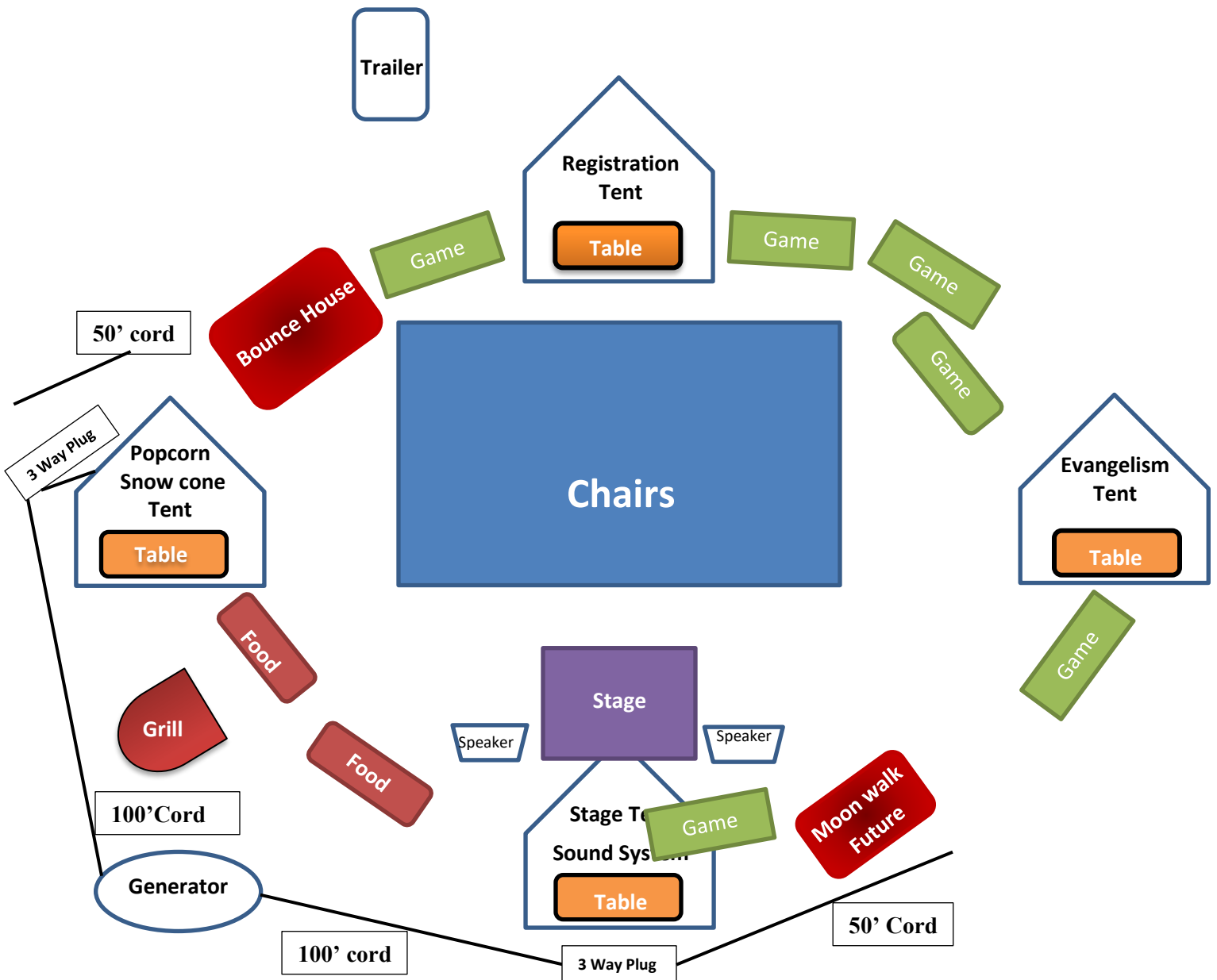
Table of Contents

	Page
Chapter 1. Evangelism	5
Chapter 2. Set-up	6
Chapter 3. Guest Registration	7
Chapter 4. Tents/Stage	8
Chapter 5. Power.....	9
Chapter 6. Sound.....	10
Chapter 7. Food Preparation	11
Chapter 8. Bounce House/Tarp.....	12
Chapter 9. Games.....	13
Chapter 10. Repacking the BPET	14
Chapter 11. Appendices	15-42
Appendix 1: Door Prize Registration Card Sample.....	15
Appendix 2: Decision Card Sample.....	15
Appendix 3: BPET Contents Check List	16-18
Appendix 4: Event Sponsor Shopping List.....	19-21
Appendix 5: Power Band Bracelets	22-23
Appendix 6: Ladder Toss Instructions	24-26
Appendix 7: Bag Toss Instructions.....	27
Appendix 8: Washer Toss Instructions	28-29
Appendix 9: Horseshoes Instructions	30
Appendix 10: Croquet Instructions.....	31
Appendix 11: Hula Hoops	32
Appendix 12: Flying Disc (Jammerz) Instructions.....	33-34
Appendix 13: Inflatable Bounce House Instructions	35-37
Appendix 14: Block Party Event Station Assignments	38
Appendix 15: Block Party Event Preparation Team.....	39
Appendix 16: Personal Testimony Guide.....	40
Chapter 12. Check-out Form.....	41
Chapter 13. Evaluation/Response Form Chapter One: Evangelism	42

Chapter 1: Evangelism

1. The Block Party- Events Trailer is intended to assist churches in making contacts and presenting the gospel of Jesus Christ to people who do not regularly attend church in a non – threatening activity.
2. Each worker should be intentional about sharing their faith as they work. Every worker can spontaneously talk to parents and/or children as they stand in line, or as they are eating or listening to presentations. Each person must “be prepared to give an answer to everyone who asks you to give the reason for the hope that is within you.” See Appendix 16 for sample (page 40).
3. Three people should be assigned with the responsibility to walk around and talk to people.
4. Feel free to give away New Testaments, tracts, videos, or other information that may be successful in clearly communicating the gospel.
5. Visit www.namb.net/witnessing-booklets/ for tracts and pamphlets for witnessing to people of other religions. The Association has available Gospel tracts as well.
6. Door prizes may be given away every 30 minutes or so to encourage people to hang around and remain involved. While making announcements, via the PA system, it helps to shut down the other venues and events so everyone can hear easier. Instruct everyone to come to a designated place for drawings. Begin with a brief testimony, Gospel presentation, or any creative way to tell people about Jesus, and then draw names for the prizes.
7. Churches can provide copies of the Jesus video/DVD or an evangelistic booklet with each door prize. If you run out of door prizes continue drawing names so that everyone wins a video. You may also purchase additional door prizes and deliver them to homes the next day.
8. Complete a decision card for each decision. See Appendix 2 (page 15) for a sample. You might want to adapt it to you church.
9. Set up a tent and table to allow each child to make a Power Band witnessing bracelet if this is what you will use. Explain to each person what each color means as they make bracelets. See Appendix 5 (page 22) for instructions and script. If churches choose not to use Power Bands, use balloons, art, illusions, face painting, EvangeCubes, activities, etc. to gather a crowd and present the gospel.
10. Remember, the main purpose is to share the gospel of Jesus Christ and intentionally develop relationships with unchurched, not just to provide a fun event. This tool is being used to provide a special event for the opportunity to share your faith. Be intentional and unapologetic about talking about the change Jesus has made in your life.

Chapter 2: Setting Up



1. The above diagram is a suggested set up for a block party. Sometimes the terrain does not lend itself for this type of set up.
2. The Generator needs to be far enough away that it does not become a noise problem. It needs to be close enough that the cords are not over extended.
3. The Registration Table needs to be at the front of the Block Party Area.
4. The Stage needs to be opposite the Registration
5. The Grill needs to be downwind from the Block Party area to insure smoke blowing away.

Chapter Three: Guest Registration

It is preferable to enclose the area around the party in a way that allows the “welcome tent” to be the only entrance and exit.

1. Set up one table with at least two workers to register every guest.
2. There is a sample registration card in this book. See Appendix 1 (page 15). You will want to adapt it your church.
3. Register EVERY PERSON by offering to fill out the registration card for them. If they would rather register themselves provide a pen or pencil to register each person in the family. Remind them that this for the drawing of door prizes as well. If someone in the family does not fill out all the information you would like to have for your follow up, maybe someone else will.
4. Place all the registration cards in one of the orange buckets to draw for door prizes. Be careful not to lose even one registration card.
5. Place all door prizes on a guarded table so people can see what is being offered.
6. If this is a VBS registration event, make sure you have a separate church registration card. Give away VBS materials you received in your VBS packet.
7. Follow up, follow up, and follow up. Commit to follow up on every card within 48 hours. A personal visit or a phone call is the most effective.

Door Prize Registration	
You do not have to be present to win. Please provide the following information:	
Name: _____	Phone: _____
Address: _____ _____	
Church you attend: _____	
Circle Age: 6-12 13-17 18-30 31-45 46-60 61-80 80+	
Email Address: _____	
Please check all that apply:	
I would like some information about the church. _____	
I would like some information about becoming a Christian. _____	
I do not have a New Testament and would like one in the _____ language.	

Chapter Four: Tents

Before setting up any of the tents, please consider if it is too windy for the tents. Winds in excess of 20 mph can damage the tents. **Churches will be held responsible for damage to any of the tents.**

If the tents become wet for any reason, please use dry towels to dry them off before returning them to the trailer. Do not return them wet for any reason; this causes them to mildew and will destroy them. Contact the Block Party-Event Coordinator and inform them of any delay this might cause in returning the trailer.

1. There are four 10X10 EZ-UP tents.
2. The trailer provides sixteen (16) five gallon buckets to be used to anchor the tents. It is suggested that each bucket be filled with water and attach each corner of each tent with a bungee cord. This will lessen the possibility of a wind gust damaging the tents.
3. **Use four people to set up and take down the EZ-UP tents.** EZ-UP tents can be set up in about four minutes each.
4. SETTING UP THE TENTS:
 - a. Take the tent out of the bag and stand it on its four legs.
 - b. Place your foot on the pole foot and extend the legs to the maximum height. (Push in the silver button on each leg and pull the pole upward. The silver button will pop into the next hole. Press again and pull the pole until the tent is at the desired height.)
 - c. Push the canopy up until it snaps into the top button.
5. TAKING DOWN THE TENTS
 - a. **This is to be done with four people.**
 - b. Lower the legs by pushing in the silver button until you are at the lowest height.
 - c. **Pull the pin ring at each corner to release the canopy lock.**
 - d. Have each person take a corner pole and push the tent toward the center.
 - e. The tent will collapse very easily.
 - f. Please carefully dry the canopy and clean the feet before returning to the bag.
 - g. Leave the canopy on the legs when replacing it in the bag.
 - h. Empty and dry the buckets before returning them to the trailer.

Chapter Five: Power

1. It is best to use power from the facility or church where the Block Party-Event is taking place. However if this is not possible the BPET comes with a 5000 volt generator, four 50 foot cords, and two 100 foot cords.
2. The generator needs to be located far enough from the events to prevent the noise from disturbing the presentations. Two gallons of gas should run for the entire time of an average two hour event.
3. Instructions for starting and stopping the generator are in the manual in the envelope on the front shelf of the trailer.
4. **Please check the oil before cranking.** Please note if there is a “low oil” light.
5. **PLEASE RUN THE GENERATOR UNTIL THE GAS TANK IS EMPTY (RUN DRY) BEFORE RETURNING IT TO THE BPET.**
6. You may need to alternate the popcorn and snow cone machine if you are utilizing generator power alone.
7. The generator may not have enough power to run all the equipment at one time.

Chapter 6: Sound

The BPET includes a sound system, CD player, speaker stands, and 1 microphone.

1. Place sound system, CD player, and stand bag on a table near the stage or program area. **Do not allow the sound board/amplifier to get wet!**
2. Remove speakers and place on stands at needed height and as level land allows, (no more than 6-8 FT.)
3. Remove the speaker cords from the compartment in the sound system and attach cords in the speaker/monitor inputs on the bottom left quarter of the system.
4. Remove microphones from the trailer supplies bin and attach to the amplifier using microphone cords
5. Microphone cords are located in the trailer supplies bin as well.
6. Attach the CD player into the system.
7. Adjust volume to get desired sound level. (CD player volume is controlled on the player and through the system as well.)
8. Please return the **clean and dry** speaker stands into the bag and replace them in the trailer where they were originally located.
9. Return the CD player to the trailer supplies bin.
10. Return the **clean and dry** sound system to its place in the trailer.

Chapter Seven: Food Preparation

The BPET includes a snow cone machine, popcorn machine, and grill. Your popcorn, snow cone flavored syrup, and cups can be purchased at Sam's by the group using the BPET.

Discontinue all food preparation at least 30 minutes before the end of the party and begin cleaning the food equipment.

Talk to the children and their parents about Christ, their church affiliation, inviting them to Sunday school and church.

A. Popcorn

The easiest option for popcorn is to use the pre-mixed packs that include pre-measured oil, flavoring, and popcorn. Open the packet, pour it in, and turn on the machine. Each ounce of popcorn is about one serving.

To make popcorn:

1. Turn on the kettle and let it warm up for 2 minutes. (Buttons are on the inside of the popcorn machine at the top.)
2. Turn the rest of the buttons on.
3. Use one and a half cups of popcorn to one cup popcorn oil and one tablespoon of popcorn salt.
4. **Please clean the cooking pot and walls thoroughly** when finished. You may have to return to church to do so.

B. Snow Cones

1. Place the snow cone machine on a table that won't be damaged by water since the case drains water as the ice melts.
2. The snow cone machine requires a large cup of ice for every snow cone cup, so a lot of ice is needed.
3. Open the grinder lid and pour in the ice. Close the lid.
4. Turn on the machine and make a snow cone. Place snow cone in the holder.
5. Add flavored syrup to the cone. One pump of syrup is enough for an average snow cone.
6. **Please thoroughly clean and dry the snow cone machine and syrup pumps** (give special effort in drying these) before returning them to the BPET.

C. Grill

1. The grill is a charcoal grill with a compartment for wood/charcoal to use for smoking.
2. The charcoal should be lit a full 30 minutes before you plan to cook.
3. Upon completion of the event, empty the grill of ash and clean it before returning it to the BPET.

Note: You will need a 20 lb. bag of charcoal and lighter fluid.

Chapter Eight: Bounce House/Tarp

Please consider the velocity of the wind before setting up the bounce house. **The bounce house can become dangerous or be damaged in winds of 20 mph or greater.** If winds reach these speeds during the event, the bounce houses should be shut down immediately. **Churches will be held responsible for damage to the bounce houses.**

See Inflatable Bounce House Instructions (Appendix 13, pages 35-37).

If the bounce house is wet, please dry it using dry towels. This will prevent mildew from destroying the bounce house. Contact the Block Party-Events Coordinator and inform them of any delay this might cause in returning the trailer.

I. Set up Instructions:

1. Place the furnished tarp underneath the bounce house, with an extended area at the end of the slide. Take the bounce house out of its trailer location and unroll it.
2. Connect the blower to the input vent on the side of the bouncer.
3. Close off the other vent.
4. Plug blower into power cord. If it does not start, press the button on the plug. The bounce house takes about 5 minutes to inflate. **Note: The blower must stay on while children are in the bouncer.**
5. The 18 inch metal stakes are in the bins. The EZ-UP tents use the buckets and bungee cords to tie them down and the bounce house, if used outside, must be staked down for compliance.

II. Take Down Instructions:

1. Sweep out, blow out, and/or damp mop before turning off the blower.
2. Turn off the blower. **WARNING: THE BOUNCE HOUSE WILL IMMEDIATELY CEASE TO BEAR ANY WEIGHT.**
3. Remove the blower from the outlet vent and open both air vents.
4. Two or three people begin at the front and remove the air by rolling up the bounce house tightly toward the outlet vents (see folding instructions).
5. Standing at the front fold the left and right sides so they touch in the center, like closing two shutters on a window leaving the outlet vent clear. Then fold one more time.
6. Two people can roll tightly from front to rear. The large bounce house should fit easily on the dolly and in the front of the trailer. If it is too big, repeat the roll up procedure.
7. Stand the roll up and strap to hold it tightly
8. Attach the Bounce House to the hand truck with two straps.
9. Return it to the front of the trailer through the side door.

III. General Guidelines:

1. Provide at least two (2) volunteers to monitor the bounce house.
2. Limit the number of children in the Bounce House to five (5) or six (6). Smaller children should be with smaller children and larger children should be with larger children.
3. **Shoes must be removed before entering Bounce House.**
4. Talk to parents waiting for their children. Find out about their religious affiliation.

Chapter Nine: Games

There are multiple games in the BPET. Add additional games as you have volunteers and supplies: include face painting, “go fish”, and any of the dozens of carnival/outdoor games that are available.

Party Trailer Game Instructions. (Games may vary as to their availability.)

Ladder Toss Instructions

Bag Toss Instructions

Washer Toss Instructions

Horseshoes Instructions

Croquet Instructions

Hula Hoops Instructions

Flying Disc (Jammerz) Instructions

Talk to the children and their parents as they stand in line, and play the games.

Questions to use while playing the games:

- 1) Do you have any religious beliefs? Be kind and listen well.
- 2) Do you believe in heaven or hell?
- 3) If you were to die today where do you believe you will spend eternity?
- 4) Who is Jesus to you?
- 5) If there was anything about your beliefs that was wrong, would you want to know it?

Use all the games as an opportunity to share Jesus with players!!!

Chapter 10: Repacking the BPET

1. **Please clean and dry all of the equipment before returning it to the BPET.** It may be weeks before it is used again and mildew can form.

You may need to return to the church to clean everything thoroughly.

2. Please return each item to its assigned place (Pictures, designating locations are attached inside the trailer, and there is an inventory list hanging in the back on a bungee cord).
3. Please be sure to **REATTACH ALL TIE-DOWN STRAPS** on each shelf to prevent damage in transit.
4. Please ensure the equipment is ready for the next church to use.
5. Please make sure everything is in its proper bin before closing the trailer.
Check the inventory sheet on the bungee cord at the back of the trailer for reference.
6. Please report any needed repairs resulting from normal wear and tear.
7. Remember the church has agreed to repair or replace anything broken by negligence or abuse during your event.
8. Please refer to **Appendix 3 (page 16-18)** to check each item as you remove them and check them again when you repack them into the BPET.

Appendix 1: Door Prize Registration Cards

Door Prize Registration	
You do not have to be present to win. Please provide the following information:	
Name: _____	Phone: _____
Address: _____ _____	
Church you attend: _____	
Circle Age: 6-12 13-17 18-30 31-45 46-60 61-80 80+	
Email Address: _____	

Appendix 2: Decision Card

Decision Card	
Name: _____	Today's Date _____
Address: _____ _____	
Phone Number: _____	
Age: ___ 1-11 Child ___ 12-17 Youth ___ 18-30 Adult ___ 31-50 Adult ___ 51+ Adult	
Marital Status: ___ Single ___ Married ___ Widow/er	
Spouse's Name: _____	
___ Accepted Christ ___ Rededication ___ Will enroll in Bible Study	
___ Willing to make a public profession of faith ___ Church prospect ___ Y ___ N	
Best time to reach you at home: _____ Ethnicity: _____	
Religious Background: _____	

Block Party Trailer Checklist

Check Out	Item	Check In	Special Instructions	Repair/Replace
	Left Side from Rear			
	4 EZ-UP Tents			
	2 Speaker Stands			
	Left Side Under Shelf			
	6 tables Under shelf			
	Left Side Shelf			
	Fender Speaker system			
	Snow Cone Machine		clean	
	Popcorn popper		clean	
	Left Side Front			
	8 Folding Chairs			
	Front Shelf			
	Indoor horseshoes			
	Outdoor horseshoes			
	Croquet			
	Mallets			
	Balls			
	Wickets			
	2 Poles			
	Washer Toss			
	2 Washer catch boxes			
	3 Red Washers, 3 Blue Washers			
	Ladder Toss			
	Blue Bag			
	White Pieces			
	3 Red Bolos, 3 Yellow Bolos			
	Green Box			
	2 Gray Folding Ladder			
	3 Red Bolos, 3 Yellow Bolos			
	Jammerz Frisbee Toss			
	2 black Octagon Containers			
	4 Frisbees			
	Five games (Maroon Bag)			
	FIRST AID KIT (on wall)			

Check Out	Item	Check In	Special Instructions	Repair/Replace
	Under Front Shelf			
	Bounce House		clean & dried	
	Bounce House Ground Tarp		clean, dried & Folded	
	16 Five Gallon buckets			
	6 Hula hoops			
	Right Side floor			
	2 Trailer Jack Stands			
	Bag Toss Game			
	2 Bag Toss Boards			
	3 Blue Bags, 3 Red Bags			
	2 Five Gallon Thermos			
	Right Side Lower Shelf			
	Extension cord Bottom Container			
	4 fifty foot extension chords		rolled up in container	
	3 Three way plug			
	Extension Cord Top Container			
	2 one hundred foot extension chords		rolled up in container	
	1 Power Strip			
	Lower Middle Container			
	1 SHURE PG 58 Microphone			
	1 Mic Clip			
	1 15 ft. XLRXXLR Cable			
	1 Memorex C D player & Power chord			
	Upper Middle Container			
	1 RCA Boom Box & Power Chord			
	1 Audio Cable			
	2 Speaker Cables			
	Block Party Manual			
	Registration & Evangelism Container			
	Lower Right Container			
	Yellow Tie down straps			
	Black Bungee Cords for Bounce House			
	Tent Stakes for Bounce House			
	Upper Right Container			
	Cleaning Supplies			

Check Out	Item	Check In	Special Instructions	Repair/Replace
	Top Shelf			
	1 Bounce House Blower		clean & dried	
	2 Ice chests		clean & dried	
	Right Side Rear			
	4 Chairs			
	Microphone Stand			
	Middle Aisle			
	Smoker/Grill		cleaned of all ash	
	Gas Generator		empty of all gasoline	
	Miscellaneous			
	2 Brooms, 1 Spare Tire,			
	1 Tool Kit, 1 Trailer Tongue Lock			

Appendix 4: Event Sponsor Shopping List

Pre Event Checklist: Items you may need to prepare or purchase before the party.

Evangelism:

- Adequate gospel booklets, Bibles, New Testaments, or Gospels of John
- Decision/Follow-up cards
- Assigned evangelists/greeters
- Testimonies, presentations
- Beads and leather string to make witnessing bracelets

Snow Cone machine:

These items may be purchased at www.samsclub.com or www.popcornsupply.com

- Ice (you may want to freeze an adequate amount that will fit in the grinder)
- Syrup (Sam's Item #250269, 250311, 250297)
- Paper Cups (See popcorn supply or snowball supply)
- Cleaning supplies (Spray with a 16:1 Clorox solution, rinse liberally; DO NOT IMMERSE)

Popcorn machine supplies Purchase at www.samsclub.com or www.popcornsupply.com

- Popcorn/oil/flavoring (combo packs are easiest to use) (Sam's Item #864898)
- Popcorn bags (Sam's Item #902595)
- Cleaning supplies (Sam's Item #272499)

Grill:

- Charcoal
- Matches and lighter fluid
- Hotdogs/hamburgers/buns/condiments or
- Chicken/rice/beans
- Plastic ware
- Plates/napkins
- Cleaning supplies

Drink Coolers:

- Paper cups
- Lemonade, Tea, hot chocolate or other drink mix

Registration:

- Registration cards
- Pens/pencils
- Hand stamps/ink, or tickets, name tags, other registration verification
- Registration for Sunday School, VBS, or other event

Generator:

- Gasoline, 1 Qt. of 30 weight small engine oil

General:

- Helium Tank with balloon nozzle (Hobby Lobby)
- Balloons
- Additional games or rentals
- Face painting supplies (Hobby Lobby)
- Additional tents
- Garbage Cans and trash bags
- Additional tables and chairs
- Flat-bed trailer or other stage area
- Promotional tickets, yard signs, mail outs
- Door prizes for men, women, boys, and girls

Day of the Event (Retail store Items):

Purchase these items as needed for use on the day of the event.

- Ice
- Water
- Paper Towels /Napkins
- Charcoal (Kingsford) one – 20 lb bag minimum
- Charcoal Lighter / Matches or Flicker
- Hickory Chips
- Bacon (2 lb. package)
- Paper Plates (250 count Pack) get enough for expected attendance
- Aluminum Pans
- Forks, Knives, Spoons
- Instant Tea
- Name Tags-Use three different colors of “Sharpie” pens.
 - Example- Red marker...Non-church member Guest...
 - Black marker...Church members...
 - Green marker...Event workers...
- Ketchup & Mustard
- Buns – Hot Dogs, Hamburgers
- Bread
- Packs of Salt/Pepper
- Meat for the Event (Ex: Grilled Chicken, Spaghetti w/meat balls, BBQ)
- Scissors
- Cups – 9 oz.
- Snow Cone Cups - 6 oz.
- Pre Measured Mega Pop Corn (for 6 oz. Kettles)
- Door prizes for men, women, boys and girls

Appendix 5: Power Band Bracelets

Please leave the five samples in the Registration Bin. The leather bracelet and beads can be purchased at Hobby Lobby, Michael's or other craft store.

If someone has just asked you about your bracelet, you can say: "This bracelet is called a power band, because it symbolizes what's necessary for a person to live a life of power and purpose. May I tell you about it?"

KNOT:

This knot represents the day you were born and the fact that God loves you.

In the Bible Jesus is quoted as saying ... "I have come that they (you) might have life, and might have it more abundantly." (John 10: 10)

In other words, God meant our lives to be full and meaningful.

Why do you think most people don't experience God's power and purpose in their lives?

BLACK BEAD:

This black bead represents sin.

The Bible says, "All have sinned (including me and you) and fall short of the glory of God." (Romans 3: 23) Because of our sin we are cut off from God's power and purpose for our lives.

How do you think it is possible to be restored to God's power and purpose for our lives?

RED BEAD:

This red bead provides the answer.

The Bible says, "God demonstrates His love towards us in that while we were yet sinners, Christ died for us." (Romans 5: 8)

Jesus Christ, God's son, rose from the dead after three days, proving He truly was God's Son and that the penalty for our sins was paid.

This is why Jesus could say, "I am the way, the truth and life; no one comes to the Father except through Me." (John 14:6).

WHITE BEAD

This white bead represents a life cleansed of sin. :

Acts 3: 19 tell us how this is possible. It says, "Repent, then, and turn to God, so that He will forgive your sins. If you do, times of spiritual strength (power) will come from the Lord."

The Bible promises that, "To as many as will receive Him (Christ), He gives the power to become children of God." (John 1:12)

To receive Christ we must turn away from our sin, ask to be forgiven and give control of our lives to Jesus.

Does what I have been saying make sense to you?

Is there any reason why you would not be willing to receive Christ right now?

Let's pray right now and you can repeat after me, expressing your desire to God!

Pray this prayer: "Dear Lord Jesus, I know that I am a sinner and need forgiveness from You. I believe You died on the cross and rose again from the dead that I might have eternal life. I turn from my sins and ask for forgiveness from You. Right now I invite You to come into my life as my Savior and Lord."

Congratulations! You have just made the most important decision of your life. This is only the beginning of living with God's power and purpose.

BLUE BEAD:

The blue bead represents baptism, which represents our new life in Christ.

GREEN BEAD:

The green bead represents growth. When we are part of a church, we learn how to grow in our new life along with other Christians (2 Peter 3: 18).

By the way, could I pick you up and bring you to my church this Sunday?

GOLD BEAD:

This yellow or gold bead symbolizes the gold of Heaven. The Bible tells us, those who received Christ have eternal life and will spend eternity with Him in Heaven.

KNOT:

This knot represents the end of our lives. Everyone will one day die and stand before God to be judged (Hebrews 9:27). The knot also reminds us that we can be sure we will never again be separated from God after we have accepted Him as our Savior.

I would like to give you this power band as a reminder of your decision to follow Christ and live a life of power and purpose.

Appendix 6: Ladder Toss Instructions

Ladder Golf is played with 2 or more players or teams. Each player has 3 colored bolas. A bola is 2 balls attached by a nylon rope. The object of the game is to wrap your bolas around the steps of the ladder. The ladder consists of 3 steps, a top, middle and a bottom step.



Playing the Game:

Prior to game play a line must be set 8 paces from the ladder. This is called the toss line. The official toss line is 25 feet away but most players measure 8 paces from the game ladder to set the toss line. Allow for a closer toss line for children's games say 10-15 feet.

Ladder Toss is played in rounds, each round consists of all players tossing 3 bolas. A coin toss is used to decide which player or team will toss first. The first player must toss all 3 bolas before the next player is able to toss his or her bolas. Bolas can be tossed in anyway the player chooses, as long as they are tossed individually and can be bounced off the ground. The winner of the round earns the first toss in the next round.

Games are played to an exact point total of 21.

In order to win, a player must be the only one to score exactly 21 points after the completion of a round.

If a player goes over the exact point total, that player's points for that round do not count.

For example: A player with 18 points needs 3 points to get the exact score of 21 in order to win. If that player has 5 points hanging on the ladder after all the players have tossed all strands, none of those points count and the player will enter the next round with 18 points again needing 3 points to win.

In the case of a tie, the players that tie will play as many overtime rounds as needed until one player ends a complete round 2 points ahead of the other player. The 2 point rule only applies in overtime rounds. During regular play any player can win as long as that player is the only one to score an exact total of 21 points at the end of that round no matter how many points the other players have.

Etiquette of the Game:

Basic etiquette of Ladder Golf states that contestants should make as many remarks, sounds or movements as possible during play in order to distract the opponent's during play. Touching the player during tossing is never allowed.

In the course of play no contestant is to walk to the ladder prior to completion of the current round of play.

Scoring:

After all teams have tossed all their bolas, scoring is determined by the bolas that are still hanging from the steps. Players can knock-off bolas during the course of the game, in fact knocking-off other players bolas is encouraged and a good way to play defensively. Bolas that are knocked off during play do not count as points. Only bolas that are left hanging after all bolas are tossed are counted as points.

Points:

Points are determined by which step your bola wraps around. The top step is worth 3 points the middle step is worth 2 points and the bottom step is only worth 1 point. Players can score an optional bonus of 1 point by hanging all 3 bolas from the same step or by hanging a bola on all 3 (1-2-3) steps in one round. The highest amount of points available per player is 10. This is accomplished by hanging all 3 bolas on the top (3 point) step.

Team Play:

Four players can play Ladder Golf by alternating play each round. Players simply alternate turns with teammates. Extra bolas can also be purchased so up to 4 players can play individually on the same ladder or a second ladder can be purchased for team play. With multiple ladders 2 players on opposite teams would be on one side and the other 2 opposing players would be at the other game ladder. One side would toss all bolas and the other team would toss them back. Same rules apply.

Block Party Set Up

For a Block Party Station it might be good to set the Two Ladders side by side with one ladder ten feet from a throw line and the second ladder 20-25 feet from a throw line. Depending upon which ladder rung the bolas land will determine the prize.

Glossary of Terms:

Bolas: A Bola consists of 2 golf balls attached together with a piece of nylon rope. Golf Balls are spaced 13” apart.

Ladder: The ladder is the structure that consists of 3 steps each spaced 13 inches apart.

Steps or Rungs: Each ladder has 3 steps. The top step is worth 3 points, the middle 2 and the bottom 1 point.

Toss Line: The line that the players toss from. Officially is set to 15 feet. For backyard games 5 paces works fine.

Ladder Ball Includes:

- 2 Game Ladders
- 2 Sets of Bolas (3 Red and 3 Blue)
- 1 Carry bag
- 1 set of official rules

Ladder Ball Assembly:

Your ladder needs to be assembled prior to playing. Begin by fastening the 2 uprights to the 2 bases with the supplied knobs. After both uprights are fastened to the bases insert the round steps. The top and bottom step are identical and the middle step is the one with threads on the ends. Once all the steps are inserted screw in the remaining 2 knobs into both ends of the middle step. Do not over tighten the knobs on the middle step or use any tools to tighten them. The clearances on your new Ladder Golf game are very tight at first. The holes drilled in the ladder are meant to be tight and it will become easier to assemble after the first few times you assemble and disassemble the game set.

Ladder Golf Warnings

Before playing your new Ladder Golf game, please READ ALL warnings and rules. Your game will provide a lifetime of playability if used as intended and stored correctly.

Remember to play safe, have fun and go for the ten point toss!

Safety Is Important In All Games:

- DO NOT swing the bolas unless tossing them at the ladder during normal game play. Injury to yourself or others may occur if bolas are used improperly.
- The bolas provided with your new Ladder Ball game are connected using special anchors that, under normal game play, will provide a lifetime of use. DO NOT pull excessively on the bolas (tug-of-war) as abuse of the bolas may cause the anchors to pull away from the ball.
- Do not attempt to wrap bolas around body parts. Parents, please supervise younger children during game play. Kids can do crazy things with the most innocent of toys.
- DO NOT stand on the steps of the ladder. They are designed for normal game play only. Any misuse of the ladder may result in injury or damage to the ladder.

Appendix 7: Bag Toss Instructions

- 2 or 4 players (singles or doubles)
- Distance measured between Foot Foul Edges

Distance 8 Feet 12 Feet 15 Feet 18 Feet 20 Feet

Age 2 – 4 years 5 – 8 years 9 - 12 years 13 & over (Social Play) Tournament Play



- In doubles, team partners face each other from opposite boards
- Each team plays with 4 bags
- Opponents alternate tosses until all 8 bags are thrown
- The round is then scored (See Scoring)
- The last team to score on previous round tosses first
- Toss again if any interference occurs
- Opponents may call Foot Foul and the call must be honored
- In singles or doubles, the losing team has choice of sides for next game

Bag Toss etiquette necessitates respect for your opponent. While an opponent is tossing refrain from talking and step back out of his/her view. Only one person or the referee (tournament play) should retrieve bags when the round is completed.

SCORING:

- Winner is first team to score 21 points or more
- 3 points for each bag in the hole (That's a BAGGO!)
- 1 point for each bag on the board is an Ace
- Score is the difference in the team totals

For example: After 1 round of 8 bags played, #1 team with 1 bag in the hole = 3 points #2 team with 2 bags on the board = 2 points Score for the 1st round for #1 team = 1 point

- Bags pushed in by an opponent's toss count as a BAGGO
- The game is over if the score reaches 11 to Zero (SKUNK)
- If a bag ever touches the ground or is tossed out of turn, it doesn't count

Appendix 8: Washer Toss Instructions

Game Setup

1. The two washer boards should be placed on a flat surface 30 feet apart for all games except the 3 hole board game which should be placed 10 feet apart from the front of the boards.
2. The preferred surface to play on is short grass.



3. During one-on-one competition, the first player will toss at a selected board while the second person follows from the same spot. After tallying scores, players will then pick up the washers thrown and throw to the other board. During two-on-two competitions, teammates will stay at the opposite board.

Player Positioning

1. Washers is a team game, each team will have a player situated at opposing washer game board unless the game is one-on-one, in which please see Section 3 under “Setup.”
2. Each player must throw their respective washers with both feet on the washer board. The foul line is the front of the board.

Scoring

1. Each player has a turn to throw three washers in each round. During one-on-one games, players will tally the score from that round and proceed to throw back at the other board. During two-on-two games, after a round is thrown and score is tallied, washers are then picked up and thrown by the other set of opponents.
2. On the 3-hole washer board. The closest hole is worth one (1) point, the middle hole is worth three (3) points, and the furthest hole is worth five (5) points. Washers must drop into the hole completely to score. A thrown washer from either player can knock washers on the board in a hole. It is important to remember whose washers are on the board in case of a knock-in throw. The owner of the knocked-in washer receives the applicable score for the hole into which it was
3. On the 2-hole washer toss game (1) point for the inside of the game on the carpet, (2) points for the larger pipe and (3) points for the smaller pipe. There are no points for being close to the box Washers laying on the top edge of the box receive no points unless it is knocked in by another washer during play. The owner of the knocked-in washer receives the applicable score for the hole into which it was knocked.
4. On the one hole washer toss game (1) point for the inside of the box and (3) points for the pipe in the middle. There are no points for being close to the box Washers laying on the top edge of the box receive no points unless it is knocked in by another washer during play. The owner of the knocked-in washer receives the applicable score for the hole into which it was knocked.

Canceling Points

1. After a player has thrown three washers for their turn, the other player has the opportunity to cancel out the opponent's score.
2. For example, if Player A throws a washer in the first hole for 1 point, the middle hole for 3 points, and then misses the third shot, the score would be 4 points for Player A. However, the opposition, Player B, has a chance to cancel points from Player A's total during this round. If Player B throws a washer in the first hole for 1 point and the last hole for 5 points, and then misses the third shot, the score of the first round would be 5 to 3 in favor of Player B because the washers that landed in the first hole for one point cancelled each other out.
3. The cancel rule is counted only for turns in the same round. Both players must throw all their washers for a complete round.

Player Turns

1. The player or team to score last (no matter if the throw is cancelled or not) throws first in the next round.
2. A round consists of a player making three washer throws in a row as one turn, and then an opposing player making three washers throws in a row as the second turn. Thus, a round consists of two turns.

Skunk Rule

1. The skunk rule is in effect unless otherwise agreed upon by both teams before a game begins.
2. If a team outscores another team 11+ to 0, then the team with zero is SKUNKED (they lose). The team that outscores the other team 11+ to 0 wins the game.

Winning

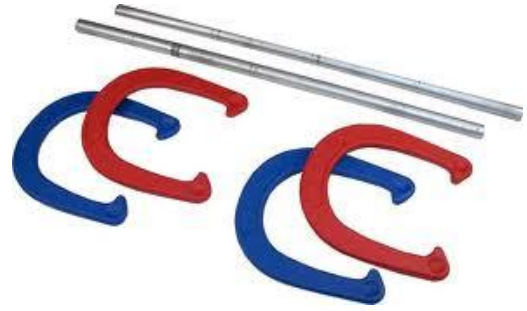
1. The first player or team to reach exactly twenty-one (21) points wins the game.

Appendix 9: Horseshoes Instructions

Things You'll Need

2 Horseshoe Stakes

4 Horseshoes



1. "Set Up a Horseshoe Court" – stakes are to be 40 feet apart for regulation. Shorter distances can be determined by the ages of the participants.
2. Divide players into two even teams, and give each team two horseshoes.
3. Flip a coin to decide which team will pitch first.
4. Have the first player from the first team pitch both horseshoes (one at a time) from anywhere behind the foul line.
5. Let the first player from the opposing team do the same, pitching toward the same stake.
6. Award 1 point for a shoe within 6 inches of the stake, or for a shoe touching the stake (often called a "leaner"); a shoe encircling the stake (a "ringer") earns 3 points. Often, amateurs choose to award 2 points for leaners.
7. Let the next two players (one from each team) pitch the shoes from the opposite side of the court back toward your side. Add their points to the first scores.
8. Alternate pitching from one end of the court to the other until all players have pitched. This constitutes an "inning."
9. Play until one team has at least 40 points at the end of an inning (for a point-limit game) or until 40 shoes have been pitched (for a shoe-limit game, in which the team with the highest score wins).
10. Play extra innings in the event of a tie.

Appendix 10: Croquet

Instructions

Rather than setting up the entire Croquet Game for the Block Party modify in the following way.

Set Up:

Place 2 sets of two wickets and a pole side by side. Place the first wicket five feet from a strike line. Place the second wicket two feet from the first wicket and the pole three feet from the second wicket.

Strike line wicket wicket pole

Prizes are rewarded tot the person making it through the two wickets and striking the pole.





Appendix 11: Hula Hoop

The easiest way to use the hula hoops is to have a group hoop off. Give a Hula Hoop to each person and have a challenge to see who can be the last person still hooping.

Reward the last person with a prize and everyone else with something for their effort.

Appendix 12: Flying Disc (Jammerz)

Thank you for choosing the FRANKLIN* FOLD-N-GO* Jammerz tailgate game. We are confident that FRANKLIN* FOLD-N-GO* Jammerz will provide you, your family and friends with hours of enjoyment. To accommodate the limited space tailgating sometimes involves, all FRANKLIN tailgate games provide a range of playing distances with the furthest distance being regulation. Please be sure to use care when playing and to take into account others in the area before selecting a playing area and distance.

Players:

2 or 4

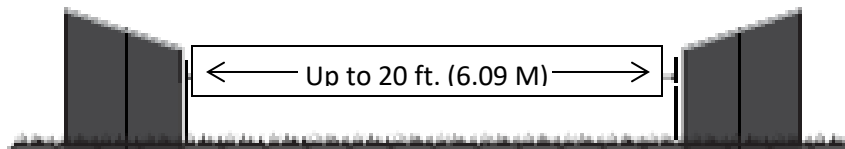
Parts List:

(2) Collapsible Jammerz targets with drop-in bottom panels
(1) Flying disc
(1) Carry bag
Instructions included

Setup:

Begin by unfolding each target and inserting the internal bottom panels into the bottoms of each target. Locate a level playing area. Place the two targets up to 20ft. (6.09m) apart so that the shorter sides of the targets are facing each other.

Court Layout:



Getting Started:

The game is started by selecting which player or team will go first. This is done by one player flipping a coin in the air and the opposing player guessing which side will land face up, heads or tails. If the opposing player guesses correctly they can choose to go first or last.

Game:

Jammerz can be played with either 2 or 4 players. A regulation Jammerz game is to 21 points. Each game is broken down into innings. One inning consists of each player throwing the flying disc once. The flying disc can be thrown from anywhere behind the front of the scoring target closest to you. If a player's foot goes beyond the front of the scoring target during a throw, the throw is considered a "fault" and does not count.

You must get to 21 points exactly to win the game.

Singles Play:

Players stand at opposite targets. Player #1 throws the flying disc at the scoring target. Points are scored based on where the flying disc lands or hits (see “Scoring”). After Player #1’s throw, their score is added to their previous score. Then Player #2 throws the disc back at the other target to try and score points. A running total is kept of each score. Play continues until one player reaches 21. The game can only end on exactly 21 points. If a player scores more points than necessary to reach 21, they must subtract whatever they would have scored on that turn from their current score.

Example: If Player #1 has a score of 20 points and then scores 3 points on their next turn, they must subtract those 3 points from 20, resulting in their new total of 17 points.

Each player gets an equal number of throws. Therefore, whoever threw second in the first inning will get their last toss of the game, even if Player #1 scores 21 points first.

If a tie should occur, both players’ scores are set back to 15 points each, and play continues until only one player reaches 21 points at the end of the final inning.

Team Play:

Two teams of two players each should be determined. One player from each team should stand at each scoring target so that team members are at opposite targets. Teams are set on each scoring target and do not rotate. Player #1 from Team A throws the flying disc toward the scoring target. Player #2 from Team A has the option of hitting the flying disc in order to change its flight path toward the scoring target. Points are awarded based on how the flying disc reaches the scoring target, assisted or unassisted (See “Scoring”). Then player #2 from Team A throws the flying disc back at the scoring target next to player #1, with player #1 now having the option of assisting their teammate to score points. After both players from Team A have thrown the disc, it is Team B’s turn.

After every turn points are added to the score from the previous throw for each team. Play continues until one team reaches 21. The game can only end on exactly 21 points. If a player scores more points than necessary to reach 21, they must subtract whatever they would have scored on that turn from their current score.

Example: If Player #1 has a score of 20 points and then scores 3 points on their next turn, they must subtract those 3 points from their previous score of 20, resulting in their new total score of 17 points.

Each player gets an equal number of throws. Therefore, if Player #1 from Team A threw for the 21st point, Player #2 from Team A must still throw the disc back, and then both players from Team B will get to throw the disc to try and push the game into overtime.

If a tie should occur, both teams’ scores are set back to 15 points each for overtime and play continues until only one team reaches 21 points at the end of the final inning.

Appendix 13: Inflatable Bounce House Instructions

How to Set-up

1. Check ground for a flat level surface void of any rocks, sticks, pine cones, etc. (anything that may puncture the bottom of the Inflatable). Also check height clearance for trees, power lines, or overhead obstructions. Tarps should be placed underneath all Inflatables before proceeding to Step 2. **(Never operate the Inflatable without a tarp underneath).**



2. Unroll the Inflatable in the direction you wish the Inflatable to face. Unfold until the Inflatable is completely flat and ready for inflation.

3. Attach the Blower(s) to the “Port” (extended air hose / blower tube). The “Port” is generally located in the very back or on the sides of the Inflatable. Tie off any additional “Ports” by turning the material clockwise and tying the tie around the Port. Leave a little air escaping so the Inflatable will not burst.

4. Close All Velcro / Zipper compartments.

5. Attach heavy extension cord(s) from power source. (Designate One - 20 amp fuse for each Blower. Generally, this equates to one - 110-volt Outlet for each Blower.) Use the extension cord(s) in the trailer and do not extend more than 100 feet from the power source.

6. Turn the Power on. (Blowers have an On/Off switch located on the blower.) While the Inflatable inflates- Check to make sure only slight air is escaping the vents or ports.

7. Check to make sure the Port (air hose) leading to the Blower is not twisted.

8. Secure the Inflatable by staking the unit on all 4 corners. Drive stakes half way in at a 45 degree angle away from the inflatable.

Safety Instructions / Operation

1) Adult supervision is required at all times. Never leave the Inflatable unattended or unwatched. Only jump and play on a fully inflated unit. DO NOT allow riders to play or climb on inside or outside walls or roof of unit, and NEVER allow riders to hang on or pull netting or columns.

2) Most Inflatables only allow 4-5 Guests on the Inflatable at a time. (Check Inflatable Instructions)

3) Guests must remove shoes, pocket items, glasses, jewelry, etc.

4) Diving and flipping are strictly prohibited. No back flips, roughhousing, horseplay or bouncing against walls. Guests should not take unnecessary risks.

5) No food, drink, or gum on or in the inflatable. NEVER spray the Bounce House with a water hose – Electricity and water DO NOT MIX!

*The Inflatable should not be operated/shut down if winds exceed 20 mph.

*The Inflatable should not be used in rain or lightning conditions.

How to Takedown

- 1) Check for any loose items left on the Inflatable. (Sweep, vacuum. or blow off where appropriate).
- 2) All Guests should be clear of Inflatable- Including: stakes, flagging, weight bags, etc.
- 3) Turn Off or Unplug Blower. Disconnect the Blower from the Inflatable.
- 4) Open All Velcro / Zipper Flaps, Vents, and Ports to allow air to escape and the Inflatable to deflate. Deflation time varies on the Inflatable (10 – 20 minutes).

How to Roll an Inflatable

The Key to a Good Roll is to fold the material neatly in toward the middle of the Inflatable.

Step 1: Fold all material toward the middle of the Inflatable and expose the bottom/edge seams of the Inflatable.



Steps 2-3: Fold one side of the Inflatable, lengthwise, 1/4 distance to the other side. Repeat on other side (edge seams should meet in the middle).





Step 4: After folding the Inflatable twice lengthwise, walk out air towards Ports (Blower tubes).

Step 5: Fold the Inflatable in half lengthwise and walk out air towards Blower tubes again. Tuck in any extra material.



Step 6: Push straps 2-3 feet under the Inflatable (at Blower tube end) before rolling. Doing so now will keep you from lifting the entire roll later. (Ours have D-ring buckles, not “S” hooks).

Step 7: Begin rolling from opposite the Blower tube end. (This pushes air out as you roll.) Take your time and roll as tightly as possible. Keep the roll lined up, tuck in any extra material, as you go and do not allow any part of the roll to sag. Loose rolls are difficult to move.



Step 8: Tuck in Ports/Blower tubes and tie off with the straps. Tuck in hoses or extra material. Tighten the straps tight. Be careful not to break the straps.

Step 9: Stand up Inflatable for moving to the trailer (Use 2 wheeler)



Appendix 14: Block Party Event Station Assignments

STATION	#PEOPLE	EQUIPMENT
Set-up	Everyone	
Registration	3	Canopy, Table, & Chairs, 2 buckets,
Announcer/MC/D.J	2	Canopy, Table, & Chairs, electricity, CD Player, Sound System, Microphone
Snow-cone machine	2	Share Canopy, Table, Electricity, Paper Cones, Syrup, Ice Chest
Popcorn Machine	2	Share Canopy, Table, Electricity, Popcorn Packets, Sacks
Hot Dog Grill	1	Grill, Charcoal, Lighter, Hot dogs, Utensils
Hot Dog Service	2	Table, Condiments, Buns, Hotdogs, Paper goods,
Drink Service	2	Drinks, Cups, Ice Chest
Bounce House	1 or 2	Electricity
Craft Station	2 or 4	Canopy, Table, Chairs
*Power Band Bracelet		Black, Red, White, Blue, Green, Yellow Beads; Leather cord.
*Face Painting		Face Paint, brushes
*Balloon Animals		Balloons and balloon hand pump
Bag Toss Game	1 or 2	Bag Toss Game, prizes
Washer Toss Game	1 or 2	Washer Toss Game, prizes
Jammers Game	1 or 2	Jammers Toss Game, prizes
Horse Shoe Game	1 or 2	Horse Shoe Game, prizes
Ladder Toss Game	1 or 2	Ladder Toss Game, prizes
Croquet Game	1 or 2	Croquet Game, prizes
Hula Hoops	1 or 2	6 Hula Hoops, prizes
Interactive Roamers	2 or 3	Gospel tracts, notepads
*Door Prizes and Game Prizes		
Clean Up	Everyone	

***Not included in Block Party Trailer**

Appendix 15: BLOCK PARTY PREPARATION TEAM

TEAM is not one but many. Put together individuals who have a passion for doing this type of event. You will need persons who will serve as a Block Party Coordinator, Program Coordinator, Promotion Coordinator, Witnessing Coordinator, Follow up Coordinator.

Block Party Coordinator:

- Oversee the total work of the Block Party Event.
- Enlist, train and empower leaders to assist in the work of the BPE.
- Meet regularly to determine progress and needs.
- Make assignments where needed.

Promotion Coordinator:

- Be Responsible for getting the word out of the Block Party Event in a variety of ways.
- Print fliers that are target community friendly.
- People Need to Know: What it is, Where it is, When it will be, Who is sponsoring it, and that it is FREE.
- Use the trailer as a billboard.
- Have printed material to advertise the event and the church.
- Promote a week in advance.

Program Coordinator:

- Work closely with the pastor to invite music groups, puppet team, clowns etc.
- Plan on individual giving 1.5 minute testimonies about every 20 minutes whe the door prize is given.
- Plan music that is target community friendly, but shares the gospel.

Witnessing Coordinator:

- This person should have a passion for sharing the message of Christ in a loving and nonthreatening manner.
- This person will train all workers in how to share their testimony.
- This person should enlist specific individuals to roam and talk with individuals.
- Provide materials for workers.

Follow up Coordinator:

- One of the key individuals in all of this is the follow up coordinator. Much is lost because of lack of follow-up.
- Follow-up begins when unchurched individuals come to the party.
- Register every guest-** Registration should be done by the hosts. Use the Door Prizes registration and make out a name tag for each person. Red for unchurched and blue for churchd.
- After the event arrange to make contact with individuals.
- Roamers should be sensitive to every individual wearing a red tag.

Appendix 16: PERSONAL TESTIMONY GUIDE

My Personal Testimony

Instructions: Write down the answer to each question as you remember it.

My life before I met Christ was ...

I came to know Jesus as my personal Savior in the following way...

My life since coming to know Jesus as my personal Savior is ...

San Jacinto Baptist Association Block Party Event Trailer Check-Out

Event Date _____

Name of Church _____

City of Church _____

Contact Person _____

Contact Phone _____

Contact Email _____

Name of Church Insurance Carrier _____

Policy # _____

Person Checking Out Trailer _____

Date of Check-out _____

Date of Check-in _____

By signing this form I acknowledge the following:

When using this trailer for an event, the church must check with their insurance carrier for liability coverage.

I have read the Block Party Event Trailer Manual.

I agree with the Policies and Procedures, and recognizing that Failure to repack the trailer as presented in the manual and training seminar/video may result in a minimum repacking charge of \$75.00 up to the full deposit amount so costs related to repacking may be recovered.

Signature _____

For internal use only:

_____ Security Deposit Received

_____ Evaluation Returned

_____ Usage Fee Received

_____ Security Deposit Returned

_____ Proof of Liability Insurance

Evaluation/Response Form for Your Special Event

Event Date: _____

Name of Church hosting event: _____

Contacts name and e-mail: _____

Where was Special Event held? _____

Approximate # of attendees: _____ Shared Gospel with how many? _____

In what various ways was the Gospel shared during the event? _____

Were there any professions of Faith/decisions made? _____

Number of people you will intentionally follow-up on in the next 48 hours. _____

How would you describe the overall event in terms of what went right and what went wrong? _____

Do you have anything to share about the use of Association Special Events Trailer? _____

Are there additional things that could be added to the Event Trailer? _____

THE DEPOSIT OF \$100.00 WILL BE RETURNED BY MAIL WITHIN 10 DAYS. YOU MUST INCLUDE THIS COMPLETED EVALUATION FORM AND TURN IN TO THE SAN JACINTO BAPTIST ASSOCIATION.

Please return to the SJBA office via email to sjba@sanjacintobaptist.com or fax to 281.427.6292 or mail to San Jacinto Baptist Association, P.O. Box 1533, Baytown, TX 77522-1533. Thank you for your responses.