

WHEN NOT TO BUILD by Ray Bowman & Eddy Hall

Summary

- Former church architect turned planning consultant.
- Estimates that 9 of 10 churches wanting to build have a better, less costly alternative.
- Churches should not build when:
 - o It's Reasons for Building Are Wrong
 - o When There is a Better, Less Costly Solution
 - o When the Building Would Increase the Risk of Financial Bondage.

Principle of Focus- A church should build only when it can do so without moving its focus from ministering to people to building a building.

1. Buildings kill church growth when building causes the church to abandon outreach, ministries and programs.
2. Buildings Won't:
 - A. Stimulate Growth
 - B. Increase Giving for Ministries
 - C. Motivate People to Minister
3. Possible Reasons for Growth Stagnation
 - A. No Intentional Outreach
 - B. Inadequate Staffing
 - C. Underutilization of Facilities

Principle of Use- A church needs more space only when it is fully using the space it already has.

1. Use Present Facilities to the Maximum
 - A. Move Groups to the Right Size Room
 - B. Change Group Size to Fit Room
 - C. Change Furniture
 - D. Find New Uses for Any Space Not Already Fully Used
 - E. Consider Minor Remodeling
 - F. Build or Rent a Storage Building
 - G. Use Creative Scheduling

Principle of Provision- A church should build only when it can do so within the income God has provided and without using funds needed for the church's present and future ministries to people.

1. Build Debt Free by Employing All 3 Principles While Saving Funds
2. Ultimately the Goal Should be to Refocus Priorities by:
 - A. Reducing Spending on Facilities
 - B. Employing Generous Giving
 - C. Increasing Spending on Ministries and Local Outreach.

CD Applications

1. Capital Campaigns reinforce the Principle of Provision by:
 - A. Helping to Identify the Funds God has Provided in the Congregation and Community
 - B. Encourages Debt Free to Short-Term Debt Building by Using 3 Year Pledge Period
 - C. Helps to Eliminate Pre-Existing Debt in a Shorter Period of Time