

Part-Time Music Minister

Boerne Methodist – Boerne, Texas

About Boerne Methodist

Boerne Methodist is a growing Global Methodist congregation experiencing steady expansion in worship attendance and ministry participation. We are a community called to transformation by the Holy Spirit through loving and welcoming the weary, growing in the Christian faith once delivered to the saints, and being renewed to serve God's present and eternal kingdom.

Our worship service meets at **10:30 AM** on Sundays, with fellowship from **10:00–10:30 AM**. Our worship expression is a **blended** mix of traditional and contemporary music, and the overall atmosphere is warm, participatory, and intergenerational. We desire to continue integrating worship styles in ways that connect generations and form disciples.

Position Summary

The **Music Minister** is responsible for planning, preparing, and leading the musical and technical elements of worship at Boerne Methodist. This role averages **fewer than 20 hours per week** over the course of the year and reports directly to the Pastor. This part-time role is also accountable to the Staff-Parish Relations Committee of Boerne Methodist.

The Music Minister collaborates and works closely with the Pastor, a worship planning team, musicians, and AV volunteers to craft Christ-centered worship services that engage the congregation and support our mission. The Music Minister is key in raising up other worship leaders and setting and shepherding a culture of worship. The Music Minister coordinates worship-related volunteers, oversees rehearsals, manages AV systems, and leads worship musically.

Application Instructions

To apply, please submit the following materials in one email to
austin@boernemethodist.com and joaniescott1066@gmail.com.

- 1. Résumé**
- 2. Cover letter** describing your sense of calling and your theology of worship
- 3. Video clip or link** demonstrating you leading worship (traditional or contemporary)
- 4. Names and contact emails** of 3 professional references