

## **Experiment Criteria**

At the essence of experimenting is a willingness to learn from the experience. Success of an experiment is considered in terms of how much we are transformed by the experience rather than about our impact on others.

## **Experiments are:**

- Grounded in neighborhood listening and discerning so will be unique to your context
- Simple
- Small
- Easy wins
- Light on structure
- Requiring no expertise
- Allowed to fail
- A way of creating further curiosity
- A first step into practicing a new way of "being" church
- Challenging you to step out of what is comfortable and "normal"
- Beyond what you are already good at and have practice doing
- Ways to partner alongside people around you
- About being open and available
- About "being with" people instead of "doing for" people

## Experiments are not:

- Controllable
- The "right" choices
- Initiatives that require a budget
- Complex initiatives designed to solve a problem
- Plans that lead to an expected outcome
- Initiatives that have "high stakes" attached
- Meant to address structural or organizational change
- About recruiting new members to your church
- About meeting needs in the community