

Job Description - Church Music Staff

Percussionist

A. Responsibilities

- ➤ Play drums to set the timing for all musical selections at designated rehearsals and worship services
- ➤ Attend choir rehearsals during the week
- Accompany for other church commitments (visits to other churches, special outings, musicals, etc.) as needed or as requested by the Pastor or Minister of Music
- Communicate faithfully with the Pastor and Minister of Music
- > Participate in the life and ministry of the church

B. Qualifications

- ➤ Authentic relationship with Jesus Christ as Savior and Lord
- > Patience, love, and respect for people
- ➤ Attested (proven) musical skills and competence
- > Strong team player with the rest of the staff and congregation
- Committed to the church's vision, leadership, and people
- > Dependable, responsible, self-motivated and creative

C. Musical Competencies

- Ability in a wide range of styles, including hymns, traditional and contemporary sacred music
- Ability to set and keep timing via the drums and other percussive instruments (both acoustic and electronic)
- ➤ Ability to arrange and sequence music

D. Salary Expectation:

- The amount will be based upon the recommendation of the Pastor, Minister of Music, and Trustee Ministry.
- Annual salary increases are not guaranteed but are based on annual budget projections.
- Music staff is compensated monthly

E. Attributes:

- Ability to interact and work harmoniously with a variety of people.
- Ability to follow directions and make clear, concise decisions as appropriate.
- ➤ Ability to demonstrate spirituality in behavior and dress.

F. Vacation:

[The formula for vacation is one week = paid absence from rehearsal and the following worship service.]

- ➤ One year of service one week of vacation
- ➤ Three years of service two weeks of vacation
- ➤ Five years of service three weeks of vacation
- ➤ Ten years of service four weeks of vacation

This job description is a binding agreement between the employed musician and this congregation.