

Work with Purpose Sermon Competition: Guidelines

Bethel Seminary's Work with Purpose Initiative invites current pastors to participate in the second year of our friendly sermon competition. Help us advance a theologically sound vision of faith, work, and economics—and compete to win cash prizes—by preparing and delivering a sermon or teaching within your own church community.

Eligibility: Applications will be accepted from current pastors who plan to deliver developed sermons or teachings **between September 1 and December 31, 2017**.

Incentives: All participants will receive a \$50 stipend to help cover the cost of resources purchased as part of the sermon preparation. These stipends will be disbursed on a rolling basis. Participants will also receive a complimentary copy of the booklet *Work with Purpose: Biblical and Theological Perspectives on Work*.

Grand Prizes: A small panel of judges will select three winning sermons based on a specific [judging rubric](#). Winning sermons will be published on the Work with Purpose website and awarded the following prizes:

- 1st place: \$500
- 2nd place: \$300
- 3rd place: \$100

Competition Goals: (1) To support pastors in developing sermons or teachings on how faith relates to work, vocation, and economics; (2) to deliver sermons within their church setting in ways that (3) encourage and inspire congregants to see their ordinary work as a place of extraordinary discipleship, stewardship of gifts, and service to the world.

How to Apply:

- Complete and submit the online registration form at: bethel.edu/seminary/work-with-purpose/sermon-competition
- Also, complete and submit the [Media Release](#) and [Form W-9](#) to receive the stipend payment. Return these items via email to work-with-purpose@bethel.edu or mail to Work with Purpose, Bethel Seminary, 3949 Bethel Drive, PO 7060, St. Paul, MN 55112.
- Applications will be accepted **until September 1, 2017**.

Questions?

Contact the Work with Purpose Initiative
work-with-purpose@bethel.edu
651.638.6480

