## Bullard Life Cycle Analysis

Zion: vRMs	<mark>Vision</mark> v	<mark>R</mark> elationships R	<mark>M</mark> inistry M	<mark>Structure</mark> s	emotion	behaviors	issues	needs
Birth <mark>Vrms</mark>	Dominant	Happens unintentionally	Only what's necessary	Informal	Passion	Establish: - long-term vision -evangelism & growth philosophy -leadership style	-Can founding pastor stay? -will lay leadership style change?	Make relationships intentional
	3.4	4.5	4.8	4.4	5.2	4.1	6.6	7.5
Infancy <mark>VRms</mark>	Dominant	Begin strategic implementation	Only what's necessary	Informal	Passion	Developing patterns of inclusion	-clear values worship style -lay mobilization	Quality ministry
	3.4	6.1	4.8	4.4	5.2	4.1	6.1	8.0
Childhood <mark>VRMs</mark>	Dominant	Happens though not the focus it was	High energy in implementation	Based on leaders' personalities	Excitement for the long run	Focus on development -staff -ministries -funding	-future staff	-quality & quantity needs -establish structure
	3.4	<mark>6.1</mark>	4.8	<mark>6.0</mark>	4.4	4.5	6.1	<mark>7.2</mark>
Adolescence <mark>VRMS</mark>	Dominant	Refocus on meeting needs qualitatively & quantitatively	Refinement and further development	Lacks: -preciseness -order -consistency	Excitement for quality & quantity	-staff development -facility needs -develop mgmt. systems	-focus on children under 18 -facility needs	-management systems -leadership development
	3.4	5.8	4.8	5.0	4.4	4.8	6.2	7.2
Adulthood <mark>vRMS</mark>	Assumed and becoming lost	Produces: -growth -commitment	-High quality & quantity -known in community	-formal system in place -functions well	-High morale -sense of mission/mission	-integrated systems -facilities complete -great worship	-few realize at peak -as good as it gets	-change (new vision)
	4.4	5.1	3.8	4.5	4.6	4.5	4.3	7.2
Maturity <mark>vRMS</mark>	-Lost/missing	-Fewer new people -Disciple- making is strong	-High quality & quantity -known in community	-In charge -conserving the great tradition	-feel good -but congregation is passive	-finance high but over budgeted -worship great	-Lack of focus -fewer new people -congregation aging	-re-envision -diminish structure -re-engineer

						-membership tenure high		
	<mark>6.8</mark>	2.5	3.8	5.1	5.8	6.6	6.5	7.3
Empty Nest <mark>vRmS</mark>	-Loss affects most systems	Happening but not keeping up	-Begin disintegration -We try harder	-In Charge -Focus of the organization	-denial -nostalgia -turning to anger	Blaming -issue is more commitment -lack confidence with leaders	-system functions -severe conflict	-re-envision -develop new ministries -diminish structure
	6.8	5.1	<mark>6.7</mark>	5.1	<mark>6.3</mark>	4.7	6.6	7.3
Retirement vrMS Old Age vrmS	Lost completely 3.5 Gone	Long-term members no longer invite people 2.5 Dormant	Try new ones to fill the church	Overly managed 4.7 Total control	-Despair - Disappointment 4.3 -Fear -perhaps bitterness	-ministry changes -want new workers -won't confront 4.4 -structure focuses on chaplain ministry -member gifts	<ul> <li>-change may cause split</li> <li>change to recreate</li> <li>past</li> <li>-want church to bury</li> <li>me</li> <li>6.8</li> <li>-focus on member</li> <li>anniversaries/funerals</li> <li>-structure kills any</li> <li>creativity</li> <li>-congregation at rest</li> </ul>	-new vision -diminish mgmt. -new relational form -new ministries 7.3 -diminish structure -create new ministries -re-envision
	2.1	2.8	5.5	4.2	4.2	are crucial 5.4	6.6	7.4
Death <mark>S</mark>	Gone	Lost	Failed	4.2 Orchestrate an orderly transition	-Numb -No positive emotions	-closure -transition -celebrate the past and close	-complete closure -resurrection in another form -resource new ministry	7.4 Transition for a new ministry
	2.1	2.8	5.5		2.6	5.1		6.9