
Building and Equipment Usage Policy

Established By: Pastor Sean Harris, Senior Pastor

Building use:

Berean Baptist Church acknowledges that its facilities can increase the church's outreach and ministry in service to God and our community. At the same time, the use of the facilities must reflect good stewardship of time, doctrine, and finances. The church must also maintain the purpose for which the buildings were built and ensure that each activity is God-glorifying. With that in mind, the use of church facilities will be available for church services (such as worship services, Sunday schools, and Bible studies), regularly scheduled church activities (such as fellowships, youth groups, organizational meetings, and Sunday school activities), and the weddings and funerals of members or member's immediate families who are members in good standing of the church or a church of like faith. Any requests for usage by an outside not-for-profit group must be approved by the pastor and/or pastoral staff. No Building Use Forms will be approved unless the activity is deemed to be in agreement with the Berean Baptist Church Articles of Faith and the group and/or individual requesting use of the facilities is in total agreement with the Articles of Faith.

Church-owned equipment:

Church-owned equipment is for the use of the ministry, not the personal use of church members. Equipment may not be taken off the church grounds unless it is for the purpose of a church-sponsored activity (i.e. SS activity like a Backyard BBQ) and permission has been granted by the Executive Pastor or his representative.

Selling on church property will adhere to the following guidelines:

- The intent of all selling will be to further the gospel or encourage church fellowship and will in no way be motivated solely by profit.
- Merchandise, goods, or services sold will in no way discredit or contradict the beliefs, doctrines, or Articles of Faith of the church.
- Merchandise, goods, or services will not be sold during the church services.