Healing Ministry Prayer Team Leader

Role

The Healing Ministry Prayer Group Team Leader has oversight of the Healing Ministry Prayer Team and is responsible for:

- Providing a link between the Healing Ministry Prayer Team, the priest in charge and the PCC
- Arranging for a rota to be organised to ensure that members of the Healing Ministry Prayer Group are available for services at which prayer ministry has been requested
- Organising bi-monthly Healing Ministry Prayer Group Meetings to enable the group to pray together, share fellowship and discuss any particular issues which may have arisen.
- Providing advice and support to group members
- Ensuring that members of the group are working in line with Salisbury Diocesan Guidelines for Good Practice in the Healing Ministry
- Advising members of the group of appropriate training that is available and encouraging members to attend that training

Reporting to: The Vicar

Requirements

In order to be a Healing Ministry Prayer Group Team Leader a person should:

- Abide by the Salisbury Diocesan Guidelines for Good Practice in the Healing Ministry
- Organise bi-monthly Healing Ministry Prayer Group Meetings in order to pray together, share fellowship and discuss any particular issues which may have arisen.
- Be responsible for their personal learning and development by attending courses run by Salisbury Diocese or other organisations
- Observe confidentiality in respect of information that they hear in course of exercising their ministry, in line with the guidance in the Salisbury Diocesan Guidelines for Good Practice in the Healing Ministry

• Report any concerns about the abuse of a child or an adult who may be at risk of abuse to the Parish Safeguarding Representative or the Vicar.

Requirement for a Disclosure and Barring Service Check

The role of Healing Ministry Prayer Team Leader will be subject to an enhanced Disclosure and Barring Service (DBS) check because they may have significant and unsupervised contact with both children and vulnerable adults.