Licensing Requirements Preacher

Commission on Ministry of the Diocese of Hawai'i

A lay preacher exercises a ministry of presence focused on ministering the Word of God. They are diligent in reading and the study of scripture, practitioners in proclaiming the Gospel, and lead people in a deeper understanding of God's word and its implications on the life of discipleship. They are qualified and equipped to speak on lectionary texts in the context of Episcopal liturgies.

Skills

- Demonstrates facility with approved Episcopal resources for preaching.
- Demonstrates aptitude public for speaking.
- Demonstrates cultural awareness and appreciation for multi-culturalism in practice.
- Demonstrate competency in the preacher's role within the liturgical conext, biblical study, book of common prayer, doctrine, and theological reflection.
- Exercises clear boundaries in role and demonstrates situational awareness and adaptability.

Pre-requisites

- 1. The Preacher must be a confirmed communicant in good standing of the Episcopal Church and in the congregation in which he/she will serve. The applicant must have the written endorsement of this ministry by the Clergy or other leader exercising oversight of the congregation or community of faith.
- 2. Complete Safe Church Training.
- 3. Complete a background check.
- 4. The Preacher must complete education through the Waiolaihui'ia Center for Ministry, be recommended by the Dean for licensure, be interviewed and recommended by the Commission on Ministry, and approved for license by the Bishop.

Policies

- 1. Licensing in one congregation does not entitle the Preacher to lead worship in another congregation of which he/she is not a communicant. This can be done with the permission of the Bishop and overseeing clergy of each congregation.
- 2. The Preacher must be at least 18 years of age.
- 3. This license is for non-stipendiary ministry.
- 4. Licenses are approved for 2 years and continued education is required to renew.

Preacher Requirements (as of December 2022)