



Find out how you can Pray. Participate. Provide.

PRAY.

Pray for the planter's family as they work together in ministry. Pray the church will be established and will faithfully work to plant in other communities, too. Pray the Lord brings leaders who can help within the church. Pray for stamina and longevity for ministry amidst attacks from the enemy.

PARTICIPATE

Build relationships with a church planter, team members and their families.

Send notes of encouragement. Learn birthdays and anniversaries, so you can send gifts and cards.

PROVIDE

Learn the church plant, its strategy and context, so you can provide relevant resources. Support a church planter financially.

Chaz Hofler

BRIDGE CHURCH NYC

About the Family

91919191919

I'm originally from the Bed Stuy area of Brooklyn, N.Y., and my beautiful wife, Marquita, is from Mobile, Ala. (Right, two different worlds) Coincidentally, we met in Virginia while both helping two separate church plants that were three months apart in age. We've been married for four years and have a creative 3-year-old son named Chaz, a sweet 1-year-old daughter named Macy and TWINS on the way! (I believe we're done having children)

Brooklyn New York

I enjoy creating music, learning the many facets of being a church planter, having friends over at our place and, most of all, just spending time with my wife and children.

About My Church Plant

Consider me a Jonah, who at one point did not want to go to Ninevah (New York). God called me for what I believe has been nine years. He has been very clear in the past four years that I am to bring the gospel to my hometown. The most challenging part about moving was making the initial decision, but once we decided to go, God began to connect every dot we needed to get to New York.

I see myself as a bridge from the church to un-churched people, from those who have resources to those who lack resources, from long-term residents to those who are new to the area. My goal is to bring people together through the gospel and for them to dwell in unity.

namb.net