



Pray.
Participate.
Provide.

PRAY.

For churches as they prepare to send out missionaries and chaplains to push back lostness in North America.
For receptive hearts among the people in communities where these missionaries and chaplains will serve. For churches and individuals to partner with missionaries and chaplains, and to give of their time and talents. For the Father to send more workers into His harvest to join these missionaries.

PARTICIPATE

Connect as a Sending Church or a Supporting Church with a missionary's work

Commit to long-term mission support with your missionary partner.
Be involved in supporting missionaries and their families.
Pray for missionaries.

PROVIDE

Many missionaries build a team to join their ministry in prayer, participation, and provision. These friends, family and churches support missionaries beyond the tithes and offerings given within the church plant. Visit sendnetwork.com/PlanterFunding for NAMP's policy on providing for church plants.

Edna Walker

NAMB Church Planting

Demonstrated Christian character is essential for missionaries and chaplains to gain credibility and build community. A missionary is a person who, in response to God's call and gifting, leaves his or her comfort zone and crosses cultural, geographic or other barriers to proclaim the gospel and live out a Christian witness in obedience to the Great Commission. The North American Mission Board supports missionaries serving across the United States, Canada and their territories. Churches are the missionary incubators and sending centers for missionaries through the Southern Baptist Convention. Missionaries serve in a variety of settings and face tremendous challenges. But the rewards are tremendous and life-changing. Missionaries have the privilege to represent their church and their Father in sharing the gospel as the primary focus of their activity. If you are interested in pursuing next steps as a potential missionary or chaplain from your church, explore the possibilities at namb.net/send-me.