

## Orientation to Ministry Assignment ¶310.b

### Submit to the DS requesting admission to candidacy process and assignment of a candidacy mentor

*This reflection paper will “grow with you” as you continue to discern God’s call to ministry. Be sure to save your response for future assignments. Along your candidacy journey, you will be submitting updated versions of this assignment as you meet with mentors, different committees, and church leaders. Since your submission becomes a part of your candidacy file, please take special care to use appropriate grammar and spelling.*

*This assignment should total about 1.5-2 pages.*

*Request may be mailed or sent via email to the district office. See ARUMC.org for updated addresses.*

### SHARE YOUR STATEMENT OF CALL:

- A. Please share an introductory paragraph to describe yourself and your stage of life. (ex. “I am a sophomore student at Philander Smith College”, “I am an empty nester and longtime member of First UMC.”)
- B. Describe your call to ministry. Please include how the church and your life experiences fit into the call you have discerned.
- C. How do you currently understand your call to Licensed or Ordained Ministry in the United Methodist Church (elder, deacon, or licensed local pastor)?

### REQUEST TO DISTRICT SUPERINTENDENT:

Submit this assignment to your District Superintendent along with a request to be admitted to the candidacy process and be assigned to a candidacy mentor/group.

#### Directions for Submitting Arkansas Conference Written Assignments to the District Office

- Format on letter sized 8.5x11. Please use double-spaced 12 pt. readable font (Times New Roman, Arial, etc). Please no comic sans or other script-like type font, and use one-inch margins.
- Include a header with your name and district, and include a footer with the date and page numbers
- Please note that this reflection paper becomes a part of your file as a candidate and stays with you throughout your process. Take special care to use appropriate grammar and spelling.