

# THE GAME PLAN

## General Outline

### PATTERN

#### I. Grooming

- Showering of gifts, love and attention
- Teaching about rules of the existing church culture and power structure
- Subtle warnings about ramifications of breaking the rules

#### II. Testing

- Presentation of situations that will test the pastor's loyalty to the rules

#### III. Betrayal

- Forms and Behavior

#### IV. Destruction

- Impact on the pastor
- Impact on the church

### RESEARCH AND EXPLAIN:

1. The purpose of the plan
2. Pastoral decisions required and impact of such in each phase of cycle
3. Impact on person, family and career of pastor
4. The aftermath for the church
  - a. process starts again
  - b. planners claim to have been the ones that have held the church together
  - c. planners remain in power or reacquire power by default
  - d. call another pastor, cycle starts again