

# Beneficial Qualities to have in your Unlock Local Launch Crew



<b>Envisioner</b> – <i>Someone who can help the group develop and hold a vision for Unlock work in their locality</i>
<b>Champion</b> – <i>an enthusiast who will generate enthusiasm in other people and other agencies</i>
<b>Networker</b> – <i>someone with established connections and credibility within a range of local networks</i>
<b>Resourcer</b> – <i>someone who knows who to go to for finance, or other types of support and resource, and is good at accessing resources</i>
<b>Realist</b> – <i>someone who will keep an eye on what is practically possible and achievable, and help the group understand it's limits</i>
<b>Local understanding</b> – <i>someone who knows the territory and the local culture thoroughly because it is their own; someone who 'belongs here'</i>
<b>Enabler</b> – <i>someone who is good at helping others discover and learn for themselves</i>
<b>Creativity</b> – <i>someone with the creative imagination to try new things and risk unconventional approaches</i>
<b>People skills</b> – <i>someone with a natural flair for handling people and getting the best out of them</i>
<b>Prayer</b> – <i>at least one person who will pray regularly for the work and encourage others to do so</i>
<b>Theologian</b> – <i>Not necessarily someone with a theology degree or training but someone who habitually devotes time and energy to understanding their Christian faith in relation to their day-to-day experience, and to scripture, and can share their insights sensitively with others</i>
<b>Co-ordinator</b> – <i>someone who will ensure that all the elements of the project work together effectively at each stage in the process.</i>
<b>Negotiator</b> – <i>someone who will enable agreements and compromises to be reached and will mediate between opposing energies</i>
<b>Some experience of Unlock working</b> – <i>this won't always be achievable but is worthwhile wherever possible. Where it is not achievable locally this quality will be provided by Unlock's Chief Officer, at the stages where it is most critical.</i>

## See Notes below.

- Not all of the qualities are necessary all of the time. That doesn't mean that *people* have to come and go, just that there will be more or less demands on them at each stage.
- It isn't necessary to have all of these qualities available for the Local Launch to begin.
- Some people may contribute several different qualities to the Local Launch.
- Provided it has a stable core of committed people (which could be as few as 3) the Local Launch Crew is not too formally constituted, and can be slightly fluid, bringing in people who will be helpful at different stages and possibly letting them go later on.
- This is an idealistic list, and sometimes we just have to adapt to circumstances and work with what we have. However it is useful to be able to identify where your strengths and weaknesses lie as a team, so that you can work with an awareness of them and know what sort of support you might want to seek.