

Westminster Presbyterian Church (WPC) seeks a part-time accompanist/church musician to provide appropriate organ and piano music for regular worship and special services of WPC, including weddings and memorial services. The music of Westminster Presbyterian Church is intended to lift our hearts toward God; to inspire us in our efforts to serve God; and to enhance the beauty, joy, and power of Christian worship incorporating a variety of musical styles and mediums.

### **Duties and Responsibilities**

- Prepare and play for all choir and worship team rehearsals
- Prepare and perform all music selections in the Sunday service including hymns, contemporary worship music, and choir accompaniment
- Prepare and play special music as needed including offertory/candle song and communion music unless volunteers have been recruited to perform certain selections
- Accompany vocal soloists and instrumentalists as needed for Sunday worship and special services
- Coordinate instrumental selections with coordinator to accommodate Tuesday bulletin submission deadline
- Accompany special events on the church calendar i.e. Christmas Eve, Ash Wednesday, Maundy Thursday, Good Friday, Christmas music program or other special services.
- Notify the Music Coordinator of any absences to allow a suitable substitute to be obtained.

### **Skills and Qualifications**

- Inspirational, Christ-like leadership who desires to use their gifts in ministry
- Demonstrated skills and proficiency as an organist, pianist, and accompanist
- Demonstrated skills and proficiency in playing hymns and contemporary Christian music, playing from lead sheets, accompanying anthems, following direction, sight reading, and solo performance
- Ability and willingness to work as part of a ministry team
- Exposure to various worship forms and style
- Available approximately 40 Sundays and weekly rehearsals

### **Accountability**

- Accountable to the Pastor as Head of Staff.

### **Pay**

- Up to \$6,000 for approximately 40 Sundays and weekly rehearsals