

Guidelines for PrayerNet Requests

The Christian Communion PrayerNet is a vehicle for disseminating prayer requests to intercessors who will pray for these needs. We do not function as a forwarding service for personal messages. These should be mailed directly to the persons for whom they are intended.

Please read these guidelines and keep them in mind when sending in prayer requests. If you choose to send in requests to the PrayerNet you are agreeing to abide by our policy, which is: *prayer and privacy*.

Prayer requests

1. Our privacy policy is firm. The PrayerNet database will not be used for personal or business communications. We do not forward personal messages, Spam and/or business solicitations.
2. Anyone, anywhere, can email requests to the PrayerNet. This is not limited in any way at this time; however, your name must be in the body of your request. Phone numbers and email addresses should not be included in the message.
3. If you want to send in a request and do not have a computer, please contact a friend to email the request to the PrayerNet rather than calling the church office to provide this service.
4. In order to guard the time of those who have committed to pray for incoming needs, as well as those managing the forwarding of PrayerNet messages, please keep the requests as concise as possible. Give pertinent details: who, where, when, and what. Long prayer requests / updates will be edited.
5. Anonymous requests will not be sent through the PrayerNet. Your name must be in the body of the message.
6. Permission should be obtained from person being prayed for if at all possible and use first name only to protect person's privacy.
7. Requests need to be original, not forwarded email from other sources. The person sending in the request is responsible for the accuracy of the message.
8. Guidelines will be available on the website at www.bvcc.net and periodically updated as necessary.

Please post these guidelines in a convenient place for referencing when sending in requests. Thank you.