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## D U T Y S T A T E M E N T

<b>TITLE OF POSITION</b>	Branch Adviser (Emerging Pursuits)
<b>REPORTS TO</b>	Branch Commissioner (Adventurous Activities)
<b>LIAISES WITH</b>	Branch Commissioner (Adventurous Activities) Branch Advisers and Pursuit Element Coordinators <i>(involved in Adventurous Activities)</i> Instructors, Guides and Level 2 skills holders <i>(involved in Adventurous Activities)</i> Deputy Chief Commissioners <sup>[L]</sup> <sub>[SEP]</sub> Assistant Chief Commissioners Branch Commissioners Region Commissioners Members Branch Support Office staff
<b>PURPOSE</b>	The purpose of the Branch Adviser (Emerging Pursuits) is to provide advice to members on the suitability of pursuits outside the scope of recognised activities and outdoor adventure skills normally occurring in the Scout program.

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<b>PRIMARY RESPONSIBILITIES</b>	<ol style="list-style-type: none"> <li>1. Research, provide advice on, develop and maintain programs relating to conducting and supervising specialised pursuits outside of the recognised Scouting programs and outdoor adventure skills based on Scouting, industry and community standards for recommendation to the Deputy Chief Commissioner (Major Activities) and the Branch Commissioner (Adventurous Activities) as to their suitability and appropriateness to being used in the Scout program.</li> <li>2. Research, provide advice on, develop and maintain programs for the training of members in these specialised pursuits in consultation with the Chief Commissioner, Branch Commissioner (Adventurous Activities), Deputy Chief Commissioners, Branch Commissioners, Branch Advisers and members in consultation with the Branch Commissioners for Adventurous Activities Training Support and Adult Training and Development.</li> <li>3. To assist Queensland Branch members in the interpretation of and compliance with a specialised pursuit policy.</li> </ol>
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4. To undertake research and provide advice on the suitability and appropriateness of pursuits of a specialist nature outside the recognised normal Scouting programs and outdoor adventure skills to members for use in the Scout program.
  5. Develop and maintain a list of sites and venues for use by members following the submission by a member of an outline of the proposed pursuit, the qualifications of the people supervising or providing the pursuit, a risk assessment developed in conjunction with the pursuit provider and with the appropriate permits if any.
  6. Any other duties requested by and in support of the Branch Commissioner (Adventurous Activities), Deputy Chief Commissioner (Major Activities) or the Chief Commissioner.

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#### CRITERIA

1. Have a sound knowledge and strong commitment to the purpose, objectives and philosophy of Scouting, its policies and procedures and have a clear understanding of the methods which make it distinctive from other youth organisations.
2. Be enthusiastic and able to motivate, build, lead and chair teams among both youth and adults.
3. Be inclusive in leadership style.
4. Be respectful of all members of their team (and of those in the wider community) recognising individual differences as a resource.
5. Be able to communicate effectively with all levels in Scouting and be an accomplished public speaker to the community.
6. Be able to mediate, carry out investigations, write reports and make recommendations.
7. Proven ability to prioritise workloads and multitask to ensure commitments are fulfilled in a timely manner.
8. Relevant management qualifications or experience.
9. Hold or be prepared to complete a Leader of Adults Wood Badge within twelve months of appointment.

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#### ROLE SPECIFIC CRITERIA

1. A Wood Badge in the adventurous activities area.
2. Experience in the outdoor recreation field.
3. High level verbal communication skills to develop and maintain strong internal and external relationships.



Be Prepared...  
for new adventure!

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4. Proven ability to work independently and in a team environment to build collaborative relationships with Members and the outdoor recreation industry.
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