



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

TITLE OF POSITION	Branch Adviser (Vertical)
REPORTS TO	Branch Commissioner (Adventurous Activities)
DIRECT REPORTS	Branch Leader (Abseiling) Branch Leader (Caving) Branch Leader (Canyoning) Branch Leader (Climbing) Branch Leader (Challenge Ropes)
LIAISES WITH	Assistant Chief Commissioners Branch Advisers and Branch Leaders <i>(involved in Adventurous Activities)</i> Guides and skills holders <i>(involved in Adventurous Activities)</i> Branch Commissioner (Adult Training and Development) Branch Adviser (Adventurous Activity Training Support) Branch Commissioners Region Commissioners Branch Support Office staff
DELEGATIONS	Nil
MEASUREMENTS	To be agreed
PURPOSE	The purpose of the Branch Adviser (Vertical) is the promotion, development and maintenance of programs for the training to enable, and delivery of adventurous activities within Vertical for the benefit of the Youth Program.

PRIMARY RESPONSIBILITIES	<ul style="list-style-type: none">• Develop and maintain programs relating to conducting and supervising adventurous activities based on Scouting and community standards for recommendation to the Branch Commissioner (Adventurous Activities) and the Assistant Chief Commissioner (Specialist Activities).• Develop and maintain programs for the training of members in adventurous activities in consultation with the Branch Commissioner (Adventurous Activities), Assistant Chief Commissioner (Specialist Activities), (Adult Training and Development), Assistant Chief Commissioner (People and Culture) and Branch Adviser (Adventurous Activities Training Support).
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- Provide advice on training pathways to members wanting to work towards being considered for appointment as a Guide.
 - To encourage and assist Queensland Branch members in the interpretation of and compliance with adventurous activities policy.
 - Provide a range of Rope related activities suitable for the Youth Program.
 - To coordinate the organisation of staffing and equipment for rope related activities (Climbing, abseiling, caving, canyoning and challenge ropes).
 - Develop and maintain a list of sites and venues with the appropriate permits.
 - Any other duties requested by and in support of the Assistant Chief Commissioner (Specialist Activities) and the Branch Commissioner (Adventurous Activities).

CRITERIA

- A personal commitment to the Aim and Principles of Scouts Australia, and an ability to convey a positive and constructive image of Scouting and reinforce the fundamental importance of the Scout Promise and Law.
- Have a sound knowledge and strong commitment to the purpose of Scouting, its policies and procedures and have a clear understanding of the methods which make it distinctive from other youth organisations.
- Be enthusiastic and able to motivate, build, lead, and mentor teams among both youth and adults.
- Be inclusive in leadership style.
- Be respectful of all members of their team (and of those in the wider community) recognising individual differences as a resource.
- Be able to communicate effectively with all levels in Scouting.
- Be able to mediate, carry out reviews, write reports and make recommendations.
- Have a sound understanding of the use of technology, information systems, communications and video conferencing to achieve the outcomes of the role.
- Knowledge and commitment that when participating or leading an activity any safety concerns or risks are identified, raised and appropriate immediate action is taken.
- Have a sound understanding of Child Safety in accordance with Qld. Branch Policies, Principles, Standards and Procedures.
- Proven ability to prioritise workloads and multitask to ensure commitments are completed in a timely manner.



ROLE SPECIFIC CRITERIA

- Hold a wood Badge or be prepared to complete Program Support Leader Proficiency training within twelve months from appointment and the Wood Badge training within three years of appointment.
- Relevant Experience in the Outdoor Recreation Field.
- Hold the Relevant Vet Units of Competency.
- Understanding of the training requirements for becoming a Guide.
- Understanding of and practical experience in the Youth Program.