

## **Volunteer Crew Lead Description**

### **Nature of Work:**

As a Volunteer Crew Leader with Salida Mountain Trails (SMT), you will assist SMT staff in facilitating and leading volunteer events for the protection and enhancement of trails and trailheads in several trail systems around Salida. These systems include, but are not limited to, Arkansas Hills, Methodist Mountain, the Rainbow Trail and the first 5 miles of the Monarch Crest Trail. Crew Leaders will be responsible for managing small work groups during SMT volunteer events, under the supervision and direction of SMT staff. Work involves hiking or biking to work sites and includes the use of various hand and power tools. Individuals in these positions are required to perform work in a manner consistent with BLM, US Forest Service, City of Salida, and Salida Mountain Trail standards.

### **Essential Job Functions:**

- Facilitate groups of up to 5 people, actively engaging with volunteers during events to create a safe and memorable experience
- Prepare and lead safety talks and demonstrations for various tasks
- Encourage group participation, learning, and safety throughout the workday
- Oversee quality of work and make sure that all volunteers are adhering to safety protocols throughout the workday
- Participate in set-up and clean-up for assigned events
- Perform trail maintenance including corridor clearing, trail clearing, tread repair, drain maintenance, restoration, social trail closures, rock removal and feature construction.
- Complete trail work in a timely and efficient manner
- Follow established protocol and instructions of SMT staff
- Maintain tools and equipment

### **Crew Leader Commitments:**

- Attend a 1-day SMT Crew Leader training in the spring (**dates TBD**)
- Have previously attended at least 1 volunteer work event as a participant
- Agree to attend on site visits prior to work event(s) that you are Crew Leading for
- Sign up to volunteer as a Crew leader for at least 3 events during the trail season (June – October).