

Adventure project manager

"I wake up at 5.30am, get the venturers fed and watered, then ready to go. We walk for about 7 hours, having lunch en route. When we arrive at our destination, we set up our bashas or go into the local village where we're staying, then start cooking, cleaning, digging long-drops, or whatever needs to be done, then we have an early night at around 7.30pm!"

Phil Warren Borneo expedition

The role

The role of adventure project manager is one of considerable independence and autonomy. You'll organise and co-ordinate an adventure project in a remote area with little external support, facilitating a group of young people in a cross-cultural environment, often isolated from the rest of the expedition team.

Other information

Each adventure project is run using two volunteer managers. We also aim to provide each project group with a medic to further cover any medical need. Some of the projects will also incorporate scientific research or infrastructure building.

The responsibilities

- To create a safe yet adventurous experience for young people
- One to one support and coaching for young people to ensure they get the most from the experience
- Facilitating group development and resolving group conflict when required with particular regard to cross-cultural need
- Managing and accounting for all equipment issued
- Instructing groups in skills necessary to achieve the project's objectives
- Keeping field base and the country director informed at all times of general progress and any incidents on the project site
- In daily communication with field base
- Liaising with the logistics manager over project logistics requirements

Pre-expedition in country responsibilities

- Carrying out planning visit after briefing from the country director
- Co-operate with planning the project in detail ensuring that it is worthwhile, challenging and enjoyable
- Co-operate with carrying out a risk assessment for all activities and supervising health and safety policy, in accordance with Raleigh safety procedures and the concept of "duty of care"
- Preparation of emergency casevac plans

The skills

- Either mountain leader qualified or extensive experience in trekking or other outdoor activities, e.g. canoeing
- Able to manage demanding responsibilities in a physical, remote and dynamic environment
- Display effective leadership and to help develop the leadership skills of venturers
- Willingness to be flexible and put the needs of the expedition and the venturers first

- Open to personal development concepts and willing to engage in your own development
- Plan logically and in detail producing practical, effective solutions to achieve goals or overcome real problems
- High level of interpersonal skills to listen, empathise and work with individuals from a variety of backgrounds
- Able to manage financial and material resources