

GET INTO GOLF CLUB RESOURCES

8. Coordinator Job Advert & Role Description (Template)



Scottish
Golf

Are you passionate about growing the game of golf? Can you deliver a great experience to beginner golfers? Do you want to help the club grow its membership?

We need a volunteer to coordinate our Get into Golf programme. It's an exciting and rewarding role with the objective of recruiting and inspiring new golfers to develop a love of the game!

Key skills required:	We need someone who can:
A good communicator	Make newcomers feel welcome
Approachable, friendly, reliable	Understand the challenges of beginner golfers
Well organised	Create a welcoming and friendly environment
Passionate about the club	Bring a group of people together

Roles & Responsibilities:

- To work with the PGA Pro and/or volunteer coaches and Club Manager to coordinate the Get into Golf programme
- To deliver a programme of coaching, playing and social experiences for participants
- To create a welcoming and friendly environment to make newcomers feel comfortable and engaged
- To support communication and keep participants informed throughout the programme
- To motivate participants to maintain an interest in golf and encourage progress onto introductory or other forms of membership
- To lead a team of volunteer buddies to support the programme
- To encourage interaction between participants
- To gather feedback, review the programme and make improvements for future activity
- To keep the Committee informed of the programme's progress and success

Time Commitments:

The role is flexible depending on your availability, but we would encourage the coordinator to:

- Attend Get into Golf planning meetings as required
- Support the pro and/or volunteer coaches at Get into Golf coaching sessions
- Attend and support Get into Golf social events

Interested?

If you are interested in volunteering for this role, please contact the Club Manager via the details below:

- Club Manager Name
- E-Mail Address
- Phone Number

We look forward to hearing from you!