



GREENVIEW REGIONAL MULTIPLEX

VOLUNTEER PROGRAM



GREENVIEW REGIONAL MULTIPLEX VOLUNTEER PROGRAM

The Greenview Regional Multiplex, Recreation Services Volunteer Program, creates an opportunity for community involvement to assist with delivering quality recreation and leisure services.

GUIDELINES:

All volunteers working with Recreation Services will complete the following:

- Facility Orientation
- Safety Orientation
- Job Hazard Analysis
- Job Description

Volunteers assisting at the Greenview Regional Multiplex will coordinate their schedules with the Senior Programmer. All programs facilitated in the facility will have a schedule roster with emergency contacts of participants, a program plan and safety procedures.

VOLUNTEER REQUIREMENTS:

All volunteers must complete the following:

- Application form
- Informal interview with the Recreation Facility Manager, and/or Senior Programmer
- RCMP Criminal Record Check
- Vulnerable Sector Check
- Volunteers must be 16 yrs of age or older and have parental consent for those under the age of 18 yrs
- First Aid-CPR & AED certification (considered an asset, not mandatory)
- Volunteer Safety Orientation provided by the MD of Greenview, Safety Department

VOLUNTEER RECOGNITION:

For every 8 hrs of volunteer time documented, volunteers will receive an individual day pass for the Greenview Regional Multiplex for their enjoyment. Volunteers will also be acknowledged in our Greenview Regional Multiplex Quarterly Newsletter.

Greenview Regional Multiplex Volunteer Application

Contact Information:

Name: _____

Address: _____

Phone: _____ Cell: _____

Email: _____

Emergency Contact:

Name: _____ Phone: _____

D.O.B.: _____

Areas of Interest:

Facility Host: _____

Indoor Play Centre/Childmind: _____

Fitness Centre: _____

Program Facilitator: _____

Days Available to Volunteer: Mon Tues Wed Thurs Fri Sat Sun (circle available days)

Hours Available: _____

Previous Related Work/Volunteer Experience:

Why do you want to volunteer with Recreation Services?



