

EVENT VOLUNTEER ROLE DESCRIPTION



FOR YOUR WORLD

Role	Events Challenge Volunteer
Department	Community and Events Fundraising
Location	Across the UK - dependant on event
Contact	volunteer@wwf.org.uk

WHY WE NEED YOUR SUPPORT

We all have a role to play in the fight for wildlife, people and our planet. By giving the gift of your time and energy to WWF and volunteering at one of our events, you are helping us in our mission to create a world where people and wildlife thrive. Our work simply couldn't happen without you -thank you so much for your commitment and support to our cause.

WHAT YOU'LL BE DOING

You will be part of our team located on the race route, responsible for cheering and supporting our runners, cyclists or walkers, encouraging them to keep going. Cheering teams at events are essential to lift the spirit and help our events participants cross the finish line - just a few hours of your time can make a huge difference in our participants' journey when they're conquering those miles!

WHAT WE'RE LOOKING FOR

As a WWF event volunteer, you will need to have:

- Lots of enthusiasm
- The ability to make lots of noise and make sure WWF have the loudest supporters on the course
- Good interpersonal skills; you will be talking to our amazing supporters, their friends and families and to the WWF team
- Endurance – even if you're not the one running 26.2 miles or cycling 100 miles, you need to be on your feet and unfortunately, we can't influence the weather...

BENEFITS

- Meeting new likeminded people
- Gaining new skills, knowledge and experience
- Make a difference in the fight for your world
- A fun day out!

WHAT SUPPORT WILL I GET?

WWF will give you everything you need to cheer on our participants – loud hailers, whistles, even cowbells! – as well as our free epic WWF t-shirt to make you stand out from the crowd. Please feel free to bring friends and family along to help support the team and enjoy the event with you.

WWF'S UK VALUES ARE: 'COURAGE', 'INTEGRITY', 'RESPECT' AND 'COLLABORATION'