

VOLUNTEER JOB DESCRIPTIONS



AUDIENCE RELATIONS is our largest team at Splash! We recommend this role for individuals who are comfortable working with crowds in a firm (but friendly!) manner. Members of this team are the most visible on site for the audience and their primary focus is to liaise with audience members. Volunteers must be able to stand/walk for upwards of 4 hours and will be responsible for answering questions, directing guests, and ensuring that the crowd is moving safely in the right direction! Some lifting may be required.

DONATIONS is the perfect team for social and outgoing volunteers! Not only do you get to work closely with a partner, you also get to meet our valued guests and engage with the lively crowd.

We recommend this role for people who excel in social situations and want to help make Splash continue to happen every year! Victoria Symphony Splash relies on the donations of attendees to help put the event on, and our donations teams help raise over \$35,000 at the event.

Donations volunteers are assigned to either a Donation Barrel or to be on our Roving Donations team. In both roles you will greet members of the public, ask for donations, and give out stickers to those who donate! At the end of their shift, volunteers are responsible for ensuring supplies and donations are retrieved by Victoria Symphony Staff.

Roving Donations volunteers are always on the move! Volunteers work in pairs to roam through the crowd, engaging audience members in friendly conversation and soliciting donations. Volunteers will also distribute event programs, stickers, and buttons as appropriate. This role is ideal for volunteers who can walk for long periods of time and are outgoing and comfortable approaching strangers.

Donation Barrels are stationed throughout the Splash grounds and volunteers are assigned in pairs to each barrel. Volunteers are expected to maintain a friendly and positive attitude throughout their shift and to assist with the set up or tear down of their barrel.

FAMILY ZONE is ideal for volunteers who love working with children and have artistic or musical training. The Family Zone is home to fun activities like a bouncy castle, performances, face-painting, and an Instrument Petting Zoo! At the Instrument Petting Zoo children learn about and play new instruments. Volunteers must be musically trained and will demonstrate playing the instrument before helping the children to give it a try.

Do you love working with children but have no musical training? No worries- artistic volunteers can also help out with face-painting or crafts! We recommend volunteering here for anyone who is comfortable communicating with children and who is always smiling! *To volunteer in the*

Family Zone, volunteers over 18 may be asked to complete a Police Information Check with Vulnerable Sector Screening- free from your local police station.

GRANDSTAND is similar to audience relations, grandstand volunteers will be engaging with large crowds and assist with the liaise of guests. Some duties may include helping someone to their seat, answering questions, and crowd control. Grandstand volunteers also act as ushers for guests.

PRODUCTION is ideal for all self-identified fitness junkies! This is the position for energetic people who can work in a teams, carry large and/or heavy objects, and are enthusiastic about Victoria Symphony Splash. There's no perfect picture of a production volunteer, because they never stand still long enough to be photographed! You will load/unload festival material/equipment, set up tables, and work hard to ensure Splash has the supplies to happen. This is the perfect role for adaptable and hardworking individuals who are willing to step in wherever needed!

ADDITIONAL SCREENING MAY BE REQUIRED for volunteers interested in working with Collections or our Sponsors. Please contact the Volunteer Coordinator if you are interested any of these roles.

For more information, please contact the Symphony Splash Volunteer Coordinator at splash_volunteers@victoriasymphony.ca or 250 412 1976