21/0F/2010		
ocument Date Update 21/05/2018 ole		
Treasurer		
Requirments of role		
Ensure that the Clubs finances are organised and managed effectively		
D. Alice	F	Day dillar
Deal efficiently and effectively with all income and expenditure	Frequency Ongoing	Deadline
Collect and finalise the coaches timesheets, send for authorisation and pay to	Ongoing	
nominated bank accounts	Oligonia	
Receive and settle invoices on behalf of the club for Pool Hire, galas, kit purchases,	AS required	
equipment purchase or hire, SASA & West District fees etc		
Maintain a record of the monthly fees and follow up any late or missed payments	Monthly	
Francisca all mala surina face are callegated	As required	
Ensure all gala swim fees are collected	As required	
Ensure all annual fees are collected	Annual	
Keep up to date records of all financial transactions	Ongoing	
Record all monies received	Ongoing	
Ensure that funds are spent properly	Ongoing	
Keep personel access to account information and access to bank accounts up to date	Ongoing	
Attend committee meetings and report on the accounts activities and balance	Monthly	
Budget planning along with committee members	AS required	
Mandatory Qualifications and Training Required	Notes	
Safeguarding & Protecting Children Workshop (renewable every 3 years)		
Be a member of Scottish swimming		
Role Specific Training - Non Mandatory	Notes	
Attend appropriate training		Notes
Attend appropriate training		
Regulated work status		Notes
PVG required	Organised through WPO	
Self Declaration	Organised through WPO	
Self Decidification		
Code of Conduct Requirements	Required Y/N	
Sign and adhere to the Club's Officials &Volunteer Code of Conduct		Υ
Notes - Skills and Attributes		
Must be well organised, reliable and trustworthy with and ability to keep records and		
Financial experience although not essential would be an advantage. Must be a member	r of Scottish Swimming,	Promote and adhere to the
Clubs Officials &Volunteer Code of Conduct		
Assistant Transurar	<u> </u>	
Assistant Treasurer	1	