

BLLENHEIM

JOB DESCRIPTION

Job Title: Game Keeper Apprentice
Department: Game
Reports to: Game Manager

Summary of role: Joining as a Game Keeper Apprentice offers you a unique chance to gain hands-on work experience at one of the country's most iconic World Heritage Sites, as well as achieve industry-recognised qualifications.

Assisting the Game Manager in taking care of the safety and welfare of the animals, whilst ensuring that health and safety is maintained at all times. You will be required to complete a training programme that will cover all aspects of the role and will be delivered through in-house training, work-based assessment and day release.

Tasks & Responsibilities:

- General animal husbandry and welfare – red tractor farm assurance
- Daily livestock supervision
- Rearing Pheasants and Partridges ready for the shoot season
- Feeding
- Dogging in
- Beating
- Ensuring animal welfare and safety
- Prepare feed and water supplies for livestock
- Load and unload physical resources within the work area
- Monitoring and maintaining Health and Safety at all times
- Maintain equipment and machines

Skills & Knowledge:

- Background knowledge of Game is desirable but not essential

Person Specification:

- Flexible/adaptable in approach to work
- Honest, reliable and committed
- Friendly and approachable manner
- Pro-active approach to work
- Able to adapt to a physical role working outside in all weather conditions
- A 'can do' positive attitude to work
- Ability to carry out manual heavy labor tasks
- Ability to establish and develop working relationships
- Ability to maintain and develop personal performance

Our Culture: At Blenheim, we are passionate about providing an environment for our employees to develop their skills, try new ways of learning and encouraging their talents to flourish. Our Blenheim Behaviours are shared by all and are an important aspect of joining the Blenheim Team.

- Relish a New Challenge Everyday
- Keep Our Promises
- Show Honesty with Kindness
- Share a Sense of Belonging
- Make History