

## JOB DESCRIPTION – MAINTENANCE OPERATIVE

Job Title:	Maintenance Operative
Date:	July 2025
Reports to:	Housing & Estates Manager
Salary:	£30,000 pro rata + can be negotiated based on experience and qualifications
Hours:	30 hours per week
Location:	Isle of Gigha
Job purpose: to	deliver estate maintenance to the Isle of Gigha Heritage Trust grounds, tracks,
housing, and bui	
Core Responsibi	lities:
These are the co	re responsibilities for this role and is not an exhaustive list. The post holder will
be required to u	ndertake any other tasks as requested.
	king general estate repairs to grounds, tracks, buildings, and other assets as and
when re	•
	to maintenance reports by carrying out investigations and making
	endations to the Housing and Estates Manager.
	n materials and equipment required to fulfil the job and advise on necessary ms to be held in the workshop.
	the Trust workshop and vehicles are tidy and in full working order.
-	g, grass cutting and strimming.
	e of drains and ditches and repairs to tracks.
	support in building and repairing of key paths, fences, and gates.
	and liaise with contractors for specific tasks as agreed.
<ul> <li>Maintair Manage</li> </ul>	a log of maintenance tasks and agree priorities with the Housing & Estates r.
<ul> <li>Assist wi year.</li> </ul>	th annual property surveys and log any property issues raised throughout the
Ensure a	Il tasks are completed in a timely manner subject to available resources.
<ul> <li>Assist th</li> </ul>	e Achamore Gardens team and Countryside Ranger Service with relevant tasks.
Use com	pany vehicles as required, including the Trust van and tractor.
	nsible for ensuring that all personal protective equipment and clothing is worn in a serviceable condition and to a good degree of cleanliness.
	ing risk assessments as required ahead of works being carried out.
•	omplying with Health and Safety and GDPR legislation.
	g to undertake new training opportunities.
	development of all policies and procedures related to this role, including health
Construe	