

Service Team Orientation

Position: Service Area Cookie Manager

What Does a Service Area Cookie Manager Do?



- Service Area Cookie Managers coordinate GSNWGL Cookie Program within the Service Area.
- Attend Cookie Program training provided by the Council.
- Meet all deadlines relating to Cookie Program.
- Conduct Cookie Program training for Community Cookie Coordinators, Troop Cookie Managers and Troop Leaders within the Service Area.
- Keep accurate records of all orders, product and money transactions, using receipts and eBudde.



What Does a Service Area Cookie Manager Do?

- Responsible for pick up, storage and delivery of product for Community Cookie Coordinators and/or Troop Cookie Managers.
- Deposit all money in the Council product bank account, complete internet entry and ensure a validated deposit slip is given to the Product Program Department by the Council deadline.
- Financially responsible for product until Community Cookie Coordinators and/or Troop Cookie Managers have signed receipts transferring ownership.
- Supports Council-sponsored Cookie Program events and programs.



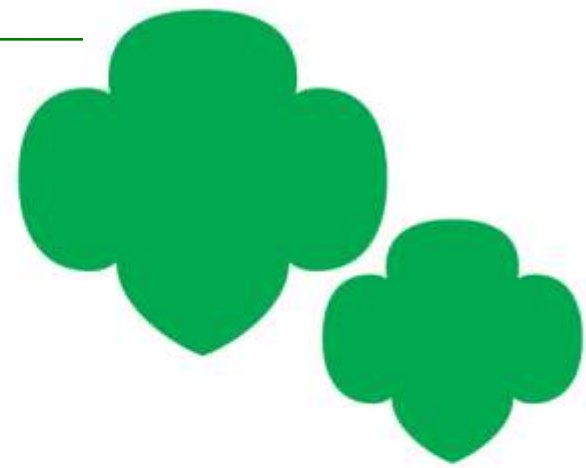
Who Can Be a Service Area Cookie Manager?

Someone who has the following skills...

- Leadership
- Communication
- Attention to detail
- Organization/recordkeeping
- Fiscal management
- Basic computer skills and internet access



Girl Scout Volunteer Core Competencies



Here are the competencies we want ALL volunteers to have:

- **Girl Focus:** Demonstrates dedication and commitment to guiding girls toward reaching meaningful outcomes through the three keys to leadership: Discover, Connect and Take Action.
- **Adaptability:** Adjusts and modifies own behavior, and remains flexible and tolerant in response to changing situations and environments.
- **Fostering Diversity:** Understands and embraces human diversity, and promotes inclusion of all people.
- **Oral Communication:** Expresses ideas clearly and concisely.
- **Personal Integrity:** Demonstrates honesty, credibility and dependability.

