

## BOARD POSITION PROFILE – DEVELOPMENT

### Position Goal

To consult, direct, guide Future Foundation in its development strategy and campaigns.

### Key Roles and Responsibilities

- Recommend and implement strategic fund development policies and practices.
- Provide expertise in establishing annual fundraising goals and implementing a detailed plan to achieve.
- Lead the process to identify, cultivate and solicit high-value corporations, foundations, individuals, grants.
- Cultivate and nurture relationships with current sponsors and individual donors.
- Contribute to planning and executing recognition strategies for major donors.
- Develop and manage large annual fundraising events.
- Oversee the development and expenditure of the development office budget.
- Collaborate with Marketing to achieve funding efforts.
- Serve on the Development Committee; secure and direct committee volunteers.
- Enable the Board to fulfill their individual development responsibilities via coaching and examples of success at fundraising and personal giving.

### Skills, Knowledge, and Abilities

- Understanding and experience in fundraising and strategic development
- Understanding of all components of a diversified funding base, including grants
- Ability to recommend best practice approaches for achieving development goals for each target group
- Ability and willingness to ask for gifts of any size
- Networking

### General Requirements

- Ability to meet required time commitments
- Interest, enthusiasm, and affinity for fundraising and working with people
- “Roll your sleeves up” attitude; eagerness to contribute to the advancement of Future Foundation
- Fundraise and work to develop resources sufficient to ensure the future of FF
- Serve as an advocate for FF at every opportunity

### Personal Attributes

- Honesty and integrity
- Creative/Innovative
- Self-motivated
- Good communications skills, open-minded and articulate
- Good team-builder and team member
- Respected and respectful
- Solid professional reputation