

Summer Stewardship Internship

The Upper Valley Land Trust (UVLT) is a nonprofit conservation organization dedicated to preserving the unique landscapes of the Upper Connecticut River Valley. Since its founding in 1985, UVLT has permanently protected over 56,000 acres of forests, farms, waterways, and wildlife habitats across more than 500 properties. Through land conservation, stewardship, and community engagement, UVLT collaborates with landowners, municipalities, and local organizations to ensure the natural beauty and ecological health of the Upper Valley.

Position Summary:

The **Summer Stewardship Internship** is intended for individuals who wish to gain experience in land management, trail work, educational workshops, and stewardship of conservation easements. This internship is a steppingstone into the world of conservation and land management for young adults and students in natural resource programs. Hands-on training with tools will be provided in the first week of the internship as we recognize that some applicants may not have outdoor experience. We encourage you to apply even if you don't have prior outdoor work experience.

There is no stipend available for this internship. If desired, UVLT will assist applicants who may be eligible to receive academic credit for this internship.

This internship is field-based however it does have some training days indoors. Depending on intern availability, the position will start in May and will run into August. The preferred work structure is two regular 8-hours days per week, however there may be some flexibility to accommodate an intern's other commitments.

Duties and Responsibilities:

- Work with a full-time land steward in maintaining trails and corridors by clearing blow downs, brushing trail corridors, inspecting erosion and trail conditions.
- Grasp proper safety procedures while performing trail construction and maintenance work. Use and maintenance of tools such as Pulaski, rock bars, hand saws, axe, shovel, chainsaw, etc.
- Identify invasives and acquire skills in invasive species management.
- May interact with the public by educating visitors in trail maintenance and land management through workshops and other events such as volunteer workdays.
- Work alongside UVLT volunteers in a safe and respectful manner.

Learning Goals:

- Learn and then construct sustainable trails using industry best practice "sustainable trail design" standards.
- Learn how to build wildlife friendly trails following NH Fish and Game standards for wildlife friendly trails.
- Collect data to contribute to UVLT's deer browse study.
- Learn how to implement wildlife management plans on fee-owned properties.

- Learn about conserving land through easements and how proper monitoring is conducted.

Key Qualifications:

- Comfort, desire, and experience working in the out-of-doors in variable weather conditions.
- Ability to travel to and from work sites and office.
- Ability to navigate on and off trails.
- Ability to work as part of a team.
- Some forestry and/or carpentry experience is preferred but not required.
- Desire and willingness to learn while working safely with tools and equipment.

Work Environment:

- Some days heavy physical work is required with regards to bending, lifting, applying leverage, and reaching. Interns may frequently lift and carry objects weighing up to 50 pounds. Hiking and carrying materials may be required during workdays.
- Field-based work occurs in variable weather conditions.

Direct reports

None.

General Expectations:

- All interns will abide by the UVLT Employee Handbook, follow organizational policies, attend staff meetings, and contribute to internal functions.
- This position may evolve over time, and duties may be adjusted at the discretion of UVLT's President or the Stewardship VP.
- This is an unpaid internship and is non-contractual, all UVLT employees are employed "at will."

To apply, please send a resume and cover letter to:

Jason Berard
VP, Stewardship
Upper Valley Land Trust
19 Buck Road
Hanover, NH 03755
Email: contactus@uvlt.org