

## **VOLUNTEER EDITOR**

**BETTER. BRIGHTER. TOGETHER.**

### **ABOUT CHURCH LEADER MAGAZINE**

Church Leader Magazine exists to inspire and equip church leaders to lead better, brighter, and together. We deliver encouraging, biblically grounded content through a modern, dynamic lens—supporting leaders as they navigate the joys and challenges of ministry.

### **THE ROLE**

We are seeking a passionate Volunteer Editor to join our dynamic editorial team. You'll play a key role in shaping content that empowers church leaders by ensuring every article is clear, uplifting, theologically sound, and aligned with our warm and contemporary voice.

### **KEY RESPONSIBILITIES**

- Edit and proofread articles, devotionals, interviews, and features for grammar, clarity, and tone.
- Collaborate with writers to refine and enhance their submissions while preserving their authentic voice.
- Ensure consistency with Church Leader Magazine's brand tone—authoritative yet encouraging, approachable yet professional.
- Offer suggestions for new article ideas or improvements in style and structure where needed.

### **WHAT WE'RE LOOKING FOR**

- Strong editing and proofreading skills, with a keen eye for detail and a passion for clear communication.
- A heart for the Church and a deep respect for theological integrity.
- Familiarity with editorial standards and modern digital publishing practices is helpful.
- Ability to maintain a warm, accessible, and contemporary tone throughout diverse content types.
- A collaborative spirit, ready to work closely with other team members.

### **WHY VOLUNTEER WITH US?**

- Help strengthen and encourage church leaders around the UK through storytelling.
- Build your editorial skills within a supportive, mission-driven team.
- Be part of a magazine that celebrates unity, creativity, and modern leadership.

**TO APPLY:**

Send a short introduction, design portfolio (or examples of your work), and relevant experience to: James Baldock [james@churchleader.co.uk](mailto:james@churchleader.co.uk)