MAYOR:

Michelle N. Tait

COUNCIL MEMBERS:

Grover Wilhelmsen Steve Weiss Blair Christensen Max Jackson Karen Fawcett

## <u>Park Maintenance Specialist – Part-Time</u>

**Job Position**: Part-Time Parks Maintenance Specialist **Department**: Parks, Recreation, and Community Events

Classification: Part-time/seasonal (April 1 through September 30)

Hiring Range: \$14.00/hour

Supervision: Reports to Department Crew Lead

**Distinguishing Features of the Position:** 

Provides routine work in the care and maintenance of Harrisville Parks, including seasonal maintenance of the city water park. Work consists of operating various large and small pieces

of equipment.

## **Functions and Duties:**

- Performs daily and routine maintenance for city parks and grounds; including mowing lawns, sprinkler repairs, irrigating/watering lawns, trimming, hand labor, general landscaping, and painting. Schedule may include evening, holiday, and weekend hours.
- Responsible for operating equipment such as vehicles, ride-on lawn mowers, 4- wheeler, RTV side-by-side, push mowers, trimmers, etc.
- Assists in maintaining a clean and safe working environment.
- Assists with special events and activities.
- Provides splash pad support.
- Works in hazardous conditions.
- Assist with recreation youth sports.
- Must have good communication skills and be able to communicate with others.
- Performs other duties as assigned.
- Must be able to follow directions.
- Ability to work independently on park projects.

## **Education and Certifications:**

Must have and maintain a valid Utah Driver's License.

## **Working Conditions:**

While performing the duties of this job, the employee is frequently exposed to outside weather conditions and moving/mechanical parts. The noise level in the environment is usually high. The employee is frequently required to talk, hear, see, stand, walk, lift, use hands/fingers, climb, balance, stoop, kneel, crouch, and/or crawl. Employee must occasionally lift and/or move up to 50 pounds. Specific vision abilities require close vision and distance vision.