

**POSITION VACANCY** The Human Resources Department is accepting applications for SEASONAL, FULL-TIME:

## STREETS LABORER/MAINTENANCE WORKER

CLASSIFICATION:	HOURLY, NOT TO EXCEED 6 MONTHS
PAY RATE:	\$20.00 - \$24.00 PER HOUR, DOE
HOURS:	7:00 AM – 3:30 PM, MON-FRI
BENEFITS:	THIS IS A SEASONAL, NON-BENEFITTED POSITION
SUPERVISOR:	STREETS SUPERINTENDENT
<b>POSITION SUMMARY:</b>	Assist with street, facility and equipment maintenance and repair.
QUALIFICATIONS:	Valid State of Alaska driver's license. Must be able to meet the physical demands of the position.

## DUTIES:

- Performs repair and maintenance of municipal roadways and infrastructure, to include drainage systems, potholes, painting, cleaning, and obstruction removal.
- Performs upkeep on equipment (non-commercial) to include fluid levels, tire air and grease.
- Uses small powered and non-powered tools appropriate to assigned tasks.
- Repairs and cleans culverts.
- Maintain street signs.

WORKING CONDITIONS:	Much of the work is performed outdoors, sometimes in inclement weather. Work is
	physically demanding with periods of exertion. Frequent work on or near equipment
	that requires adherence to OSHA standards and generally accepted safety precautions.

**PHYSICAL DEMANDS:** Capable of frequently bending, twisting, and kneeling. Must be able to lift items weighing up to seventy (70) pounds.

## LEGAL REQUIREMENTS:

As a condition of employment, applicant is subject to a background check (criminal history, verification of education/employment history.) Required licenses must remain valid for the duration of employment.

The above listed duties are intended to describe the responsibilities of an employee in general terms and does not necessarily describe all tasks or functions associated with the position.

Applications available at City Hall, 424-6200, or online at cityofcordova.net. Interested individuals should submit a City of Cordova application to Human Resources. Applications accepted until position filled.

## THE CITY OF CORDOVA IS AN EQUAL OPPORTUNITY EMPLOYER