

TRADES WORKER III

CODES/PAY GRADE

Class Code: 2097 EEO Code: G FLSA: NE Pay Grade: 120

MAJOR FUNCTION

Skilled journeyman level work requiring ability to perform tasks with little or no supervision.

ILLUSTRATIVE DUTIES

(NOTE: These are intended only as illustrations of the various types of work performed. The omission of specific duties does not exclude them from the position if the work is similar, related, or a logical assignment to the position.)

Performs all levels of repair, replacement, renovation and new plumbing work to include fixtures, fittings, lines, etc.

Performs all levels of repair, replacement, renovations and new work to include framing, paneling, ceilings, doors, windows, etc.

Performs all levels of repair, replacement, renovations, and new electrical work to include lighting, switches, receptacles, motors, conduits, etc.

Performs all levels of painting applications, preparation of surfaces, scaffolding, etc.

Performs all levels of trouble shooting, repair, replacement of components, cyclic preventive maintenance, etc. for air conditioning equipment.

May supervise small crews in assignments of basic construction and/or maintenance work.

Performs related work as required.

KNOWLEDGE, ABILITIES AND SKILLS

All the knowledge of the lower level trades workers.

Ability to perform advanced, complex work at the journeyman level in one or more of the building trades. Ability to supervise and/or train unskilled/semi-skilled subordinate personnel.

Ability to lay out jobs with cost and material estimates.

(Tradesworker III continued)

MINIMUM QUALIFICATIONS

Completion of the eighth (8th) grade. Two (2) years of progressively responsible experience in building maintenance and repair equal to Trades Worker II with the County. Capable of working at the journeyman level in one of the skilled trades, i.e.: plumbing, carpentry, electrical, air conditioning, painting, etc.

Licensure may vary depending upon division/position of assignment.

A comparable amount of education, training, or experience may be substituted for the minimum qualifications.

ADA REQUIREMENTS:

Requirements vary depending on location/position of assignment.

Physical Demands: Light to medium work. Ability to see (depth perception, color, acuity), hear, stand, walk, bend, stoop, reach overhead, climb, grasp, handled.

Mental Demands: Ability to read and comprehend work orders, safety instructions, maps, blueprints, mechanical drawings, instructions, procedures, memos. Ability to perform shop math. Ability to write simple sentences relaying information, data and details to others.

Environmental Demands: Inside and outside work. May require exposure to inclement weather (heat, humidity, cold, rain), hazardous conditions, chemicals, dust, confined spaces and poor ventilation.

Revised 10/97
Replaces 10/94