

BLACKFOOT SCHOOL DISTRICT NO. 55
270 East Bridge Street
Blackfoot, ID 83221
In Compliance with Inter-School Transfers

VACANCY NOTICE
Classified Position

PLEASE POST

Blackfoot School District No. 55 is seeking applicants for the following position:

POSITION: Skilled Maintenance Worker

POSITION STATUS: Full-time -This position shall be considered in all respects “employment at will” and the employee is subject to discharge by the District at any time without cause.

APPLICATION DATES: October 28, 2021 or until filled

STARTING DATE: Immediately

SALARY: Placement on District No. 55 2021-22 Maintenance Salary Schedule

QUALIFICATIONS: Must have a high school diploma or its equivalent. Preference will be given to applicants with skills and experience including plumbing, construction and woodworking, concrete, electrical components, and general troubleshooting. Must have the ability to work in a variety of environmental conditions and possess the ability to solve problems and work with direct supervision. This position requires ability to lift heavy objects, and the individual selected for this position is subject to be on 24-hour emergency repair call.

JOB DESCRIPTION: Will be responsible for maintaining and repairing district facilities and equipment, understanding oral and written instructions and ability to complete individual building work orders; estimating costs of work, materials, and labor; operating maintenance vehicles in a safe and lawful manner; and other duties outlined in district job description and as assigned by the district facilities supervisor.

All candidates must submit the following materials:

Completed application, resume, copy of high school diploma or its equivalent or transcripts, and letters of recommendation.

All interested candidates should make application to:

Jennifer Hatch, Personnel Clerk
Blackfoot School District No. 55
270 East Bridge Street
Blackfoot ID 83221
Telephone – (208) 785-8800
E-mail – personnel@d55.k12.id.us

BLACKFOOT SCHOOL DISTRICT NO. 55 IS AN EQUAL OPPORTUNITY EMPLOYER