Employment Opportunity Lifeguard/Instructor or Assistant Lifeguard – Part Time Daytime

The Town of Swan River Recreation Department is accepting applications for a Part-Time Daytime Lifeguard/Instructor or Part-Time Daytime Assistant Lifeguard at the Swan Valley Credit Union Aquatic Centre.

Under the general supervision of the Deck Supervisors, this position is responsible for ensuring safety for patrons by preventing and responding to emergencies as well as teaching and instructing all programs provided. The successful candidate will also assist in creating a positive experience by providing quality, friendly customer service on behalf of the Aquatic Centre.

Qualifications:

All applicants are required to have the following to be eligible for employment:

- Must be a minimum of 16 years of age.
- Current Standard First Aid with CPR-C and AED.
- Excellent interpersonal and communication skills, with the ability to interact tactfully and courteously with the public.
- Daytime availability during the weekday.
- Satisfactory Child Abuse Registry Check and Criminal Record Check (to be obtained prior to employment).

For Lifeguard/Instructor Applicants:

- A current Swim for Life Instructor certificate
- A current National Lifeguard Service Award

For Assistant Lifeguard Applicants:

• Current Bronze Cross Certification

A detailed job description is available upon request at the Town of Swan River Office.

Application Process:

Interested candidates are invited to electronically submit a resume, cover letter, and three work-related references to:

Danielle Gordon-Broome, Director of Recreation

Email: dgordon-broome@townsr.ca

Drop-off: Town of Swan River Office, 439 Main Street, Swan River, MB

Application Deadline: The position will remain open until it is filled.

Questions can be directed to: Danielle Gordon-Broome, Director of Recreation

Phone: (204) 734-4586 ext. 212 | Email: dgordon-broome@townsr.ca

We thank all applicants for their interest. Only those selected for an interview will be contacted.