



JOB DESCRIPTION

SEASONAL BOATYARD OPERATIVE

This is a weekend, seasonal uniformed position which runs from 4th April until the 10th October (and pre-season training). It is based mainly ashore in the Fowey Harbour Commissioner's Penmarlam Boat Park, assisting users of the boatyard and on the pontoons including resident and visiting boats.

Successful applicants will be required to work an average of 16 hours over the weekend plus bank holidays, this could vary according to local events and may increase at peak times.

DUTIES

The role will include but not be limited to:

- Being the first point of contact for residential and visiting customers
- Oversee safe use of slipway for launching and recovery (give advice/assistance/ instruction where required)
- Oversee safe and correct mooring of vessels on the pontoon (give advice/instruction where required)
- Collecting harbour dues from visiting yachts and for visiting customers to the boat park
- Ensuring safe and correct parking of vehicles and trailers within the boat park
- Making people aware of harbour limitations/restrictions where necessary
- Keeping the boat park a safe and tidy environment for customers and staff alike

The successful applicant must be:

- Committed to delivering the highest standards of customer service at all times
- Self-motivated with a proven ability to work without supervision
- Practical, resourceful and have a common-sense approach
- Enthusiastic and friendly with a positive 'can do' attitude
- Willing to receive the necessary boatyard training
- Computer literate

Desirable but not essential skills for this role are:

- Good practical boating skills
- Marina experience
- Ability to carry out general maintenance tasks
- Administration and cash handling skills

Pay: Competitive rate of pay depending on experience

CV to be sent to:

Mrs Sue Hastings

Office Manager

Fowey Harbour Commissioners

Harbour Office

Albert Quay

Fowey

PL23 1AJ

or email: admin@foweyharbour.co.uk

Closing date for applications: 20th March 2020