



# Staying- A- Float Lifeguarding

## Job Description-Pool Monitor

Staying-A-Float Lifeguarding serves aquatic facilities and ensures that safety of their patrons is the highest priority.

Please Visit: [www.safeguarding.com](http://www.safeguarding.com) to apply.

<b>Overview</b>	Pool Monitors are responsible for verifying patron credentials at check-in, monitoring patron activities throughout the facility, assisting in water vessel rentals, and are available to help assist in emergencies.
<b>Compensation</b>	<p>\$12.00-15.00/hr based on experience</p> <ul style="list-style-type: none"> <li>-Employee recognition program with incentives based on performance</li> <li>-Letters of Recommendation for educational purposes</li> </ul> <p>Part-time and Full-time positions available</p>
<b>Responsibilities</b>	<ul style="list-style-type: none"> <li>-Monitor/Checking in the coming and going of patrons at the front gate</li> <li>-Enforcing all facility rules</li> <li>-In proper attire which includes uniform and personal protective equipment</li> <li>-Conducts themselves in a professional manner at all times</li> <li>-Performs secondary duties, such as raking sand, maintaining cleanliness, restocking bathrooms, organizing chairs and tables etc.</li> <li>-Must maintain CPR/First Aid Adult Child and Infant certification (Training Provided)</li> <li>-Ensures all opening and closing procedures are completed to standard</li> <li>-Chemical checks to ensure swimming safety (If Applicable)</li> </ul>
<b>Qualifications</b>	<ul style="list-style-type: none"> <li>-Must be 15 years of age</li> <li>-Maintain CPR/First Aid AED Certification</li> <li>-Have reliable transportation</li> <li>-Attend scheduled In-Service trainings</li> <li>-Able to walk, stand, and sit for extended periods in extreme weather conditions within safe parameters (heat, wind, rain, etc.)</li> <li>-Able to lift up to 50lbs</li> <li>-Ability to communicate with patrons in a friendly and helpful manner</li> <li>-Must have reliable transportation</li> </ul>