



**CITY OF PRESCOTT, AZ
EMPLOYMENT OPPORTUNITY**

**CUSTODIAN - Library
Part Time \$10.00 per hour
(Not eligible for benefits)**

Work Schedule: 15 hours per week – Monday through Friday, three (3) hours per day between 5:00 AM and 8:00 AM.

TRAINING AND EXPERIENCE: Prior Custodial experience and background preferred. Ability to read and write in English. Must be able to pass pre-employment test and criminal background check.

JOB RELATED AND ESSENTIAL DUTIES INCLUDE BUT ARE NOT LIMITED TO: Sweeping, vacuuming, mopping, scrubbing, waxing, and buffing floors; washing windows, walls, and mirrors; cleaning and disinfecting restrooms and replenishing supplies; dusting and cleaning offices; emptying trash cans. Performing minor light maintenance such as changing light bulbs, changing filters, checking floodlights, painting and minor repairs. Moving office furniture and equipment. Shoveling snow from building walkways in winter and salting icy walkways as needed. Performing related duties as required.

JOB RELATED AND ESSENTIAL QUALIFICATIONS: **Knowledge of:** cleaning methods, materials, and equipment such as floor buffing machine; carpet cleaning methods; hand tools. **Ability to:** exercise care in the use of cleaning materials for different types of surfaces; follow oral and written instructions; operate powered automated scrubbers and buffers.

Physical and Visual ability: Sufficient to effectively and safely perform required duties. Must have the ability to lift between 50 – 75 pounds.

Hearing and Speaking ability: Sufficient to effectively and safely perform required duties. Freedom from mental disorders which would interfere with performance of duties as described.

Apply Immediately!!! – Position is open until filled.

Applications are available at the Check Out Desks – Prescott Public Library Downtown and the Gateway Branch at Prescott Gateway Mall or at www.cityofprescott.net.

EEO/M/F/V/H/D/NSE

**Send application to:
Prescott Public Library
Business Manager
215 E Goodwin St
Prescott AZ 86303**