

NoRTEC JOB SPECIFIC SKILLS COMPETENCY

PARK AIDE

DOT: 249.367-082

CORE SKILL COMPETENCIES/INDICATORS:

1. Can provide general information to park visitors pertaining to park use, safety requirements, and points of interests. (R, IN, I, S)
2. Can staff park facilities such entry stations, visitor centers. (R, IN, I, S, T)
3. Can register vehicles and visitors, collect fees and issue parking and use permits, as required. (R, IN, I, S)
4. Can sell items and make correct change. (R, IN, I, S, T)
5. Can answer phones and radios, do light housekeeping, and clerical duties. (R, IN, I, S, T)
6. Can assist with public information and educational programs, such as campfire programs, nature walks, junior ranger programs, school programs, and special events. (R, IN, I, S)
7. Can assist park rangers with special projects when requested. (R, IN, I, S, T)
8. Can maintain assigned work place in a clean and orderly condition. (R, IN, S)
9. Can perform work procedures and follow directions. (R, IN, I, S, T)
10. Can direct traffic and patrol recreational areas to prevent fires, vandalism, and theft. (R, IN, I, S)
11. Can demonstrate the ability to appropriately caution visitors against infractions of rules, and to notify Park Ranger, as needed. (R, I, S)
12. Can assist in maintaining camping and recreational areas in clean and orderly condition. (R, I, S)
13. Can conduct tours of premises and answers visitors questions when stationed at historic park, site, or monument. (R, IN, I, S)
14. Can demonstrate and apply knowledge of basic first aid. (R, I)
15. Can assist other workers in activities concerned with restoration of buildings and other facilities or excavation and preservation of artifacts when stationed at historic or archeological site. (R, I, S, T)
16. Can keep records and prepare reports of area activities, as needed. (R, IN)
17. Can demonstrate the physical ability to perform work in steep, uneven, and rocky terrain under a wide variety of weather conditions; can walk several miles; can lift heavy objects. (I)