



GREATER TZANEEN Municipality Re-advertisement



The following position is being re-advertised and applicants are invited to apply.

ENGINEERING SERVICES DEPARTMENT

1 X ARTISAN ELECTRICIAN
(Job Id Number: 5/2/6/001)

Salary: R359 086.24 per annum (Job level 06)

The job purpose is to be responsible for mechanical maintenance of sewer plants and pump stations to ensure that all pumps and machinery remain in good working condition.

Key performance areas: The Artisan Electrician must ensure that the daily work is done to satisfaction and to achieve the objectives of Council. He/she will be responsible for: ▲ *Maintaining of all pumps machinery at all plants and pump stations* ▲ *maintains and clean equipment and tools to ensure that they are in good working condition* ▲ *Perform any other related duties as instructed by the Supervisor*

Requirements: NTC 3 or equivalent plus Three (03) years experience after Apprenticeship. A Red seal trade test. ORHVS will be an added advantage. B driver's license

Applications should be submitted on the prescribed compulsory application form and indemnity form (www.greatertzaneen.gov.za), a comprehensive CV and copies of certified certificates and ID copy should be addressed to: Municipal Manager, Greater Tzaneen Municipality, P.O. Box 24, TZANEEN, 0850

Fraudulent qualifications or documents will immediately disqualify any application. A candidate who canvasses any councillor and/or senior official for preference will be disqualified immediately from the selection process or from any appointment. Short-listed applicants will be screened for criminal records and /or any pending criminal cases and their qualifications will be verified.

Applicants who are not invited for an interview should regard their applications as unsuccessful. Council at all times reserves the right not to appoint.

Closing date: 16 September 2016 at 12:00

Enquiries: Mrs H Maake (015) 307 8384/8006.

Greater Tzaneen Municipality is an Employment Equity Employer.

SR MONAKEDI – MUNICIPAL MANAGER