

## GREATER TZANEEN MUNICIPALITY





The following position is advertised, and applicants are invited to apply

## **COMMUNITY SERVICES DEPARTMENT**

## 1x Law Enforcement Officer

(Job Id Number 6/1/1/009)

Salary: R 447 632. 52 per annum (Job level 8)

Job Purpose: To control a safe, accident free, user friendly town with effective traffic law enforcement.

**Key Performance Areas:** The Law Enforcement Officer must ensure that the daily work is done to satisfaction and to achieve the necessary objectives of Council◆Monitor adherence to traffic law enforcement ◆Facilitate the issuing of summons and notices ◆Control traffic for funerals, school patrol, accident or other purposes. ◆Performing driver activities using a vehicle to transport equipment and people.

**Requirements:** ◆ Grade 12 plus Traffic Diploma and one (01) year relevant experience. ◆ The applicant must possess good communication skills ◆ Code A and EC Driver's license.

Applications on the prescribed compulsory application form and indemnity form (www.greatertzaneen.gov.za), a comprehensive CV, 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: 21 February 2025 at 15:00 Enquiries: Mr TE Selowa (015) 307 8284/2/8006

Greater Tzaneen Municipality is an equal opportunity employer and as such will observe the requirements of the Employment Equity Act and its EE Plan.

MR D MHANGWANA- MUNICIPAL MANAGER