The Club at New Seabury Locker Room Attendant



Position Title: Locker Room Attendant

Reports to (Position Title): Director of Golf

Position Overview

Oversees overall appearance of Men's and Women's Locker Rooms and Restrooms, provides shoe cleaning services and assists members and guests with all needs related to golf and locker room needs.

Essential Duties & Responsibilities:

- Restocks all vanity supplies including tissue, toilet paper, towels, soap, shampoo, razors, and after-shave lotion.
- Performs personal services including shining shoes, re-gripping and adjusting golf shoe spikes.
- Maintains inventory of supplies and notifies Director of Golf of reorders and other needs.
- Issues lockers, keys, towels, etc., to members and guests as needed.
- Maintains a list of occupied lockers; provides a billing list to the Golf Shop Manager.
- Cleans and empties garbage cans and baskets.
- Attends staff meetings.
- Completes other assignments made by the Director of Golf
- Assists Sand Wedge staff with setup and breakdown of coffee and ladies day.

Knowledge, Skills & Abilities

- Strong customer service skills with the ability to anticipate the needs of the customer.
- Able to maintain cleanliness and orderliness in locker room.
- Experience in cleaning, caring for and restoring athletic shoes and golf shoes.
- Knowledge of and ability to perform required role in emergency situations
- Ability to work under tight time constraints, handle sensitive data, and multi-task so that deadlines can be met.
- Highly organized and able to prioritize and manage time efficiently with the ability to handle stress in a fast-paced, deadline-driven environment.

Credentials & Experience

- Minimum High School diploma or GED equivalent; some college preferred.
- Previous customer service experience.

Physical Demands:

Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions

	Amount of Time			
	Under 1/3	1/3 to 2/3	Over 2/3	N/A
Stand				
Walk				
Sit				
Use hands to finger, handle, or feel				
Reach with hands and arms				
Climb or balance				
Stoop, kneel, crouch, or crawl				
Talk or hear				

		Amount of Time		
LIFTING:	Under 1/3	1/3 to 2/3	Over 2/3	N/A
Up to 10 pounds				
Up to 25 pounds				
Up to 50 pounds				
Up to 100 pounds				
More than 100 pounds				

	Amount of Time			
WORK ENVIRONMENT:	Under 1/3	1/3 to 2/3	Over 2/3	N/A
Wet or humid conditions (non- weather)				
Work near moving mechanical parts				
Work in high precarious places				
Fumes or airborne particles				
Toxic or airborne particles				
Outdoor weather conditions				
Extreme Cold				
Extreme Heat				
Risk of electrical shock				

Position Type/Expected Hours of Work

This is a part-time position. Days and regular hours of work vary with business needs. This position regularly requires long hours and frequent weekend work.

I have read my Job Description and understand the information contained herein. I further understand that this Job Description is not intended and should not be construed as an exhaustive list of all the responsibilities, skills, efforts, or working conditions associated with my job.

Employee

Date

For Human Resources Use Only			
Supervisory/Functional Management Requirements – Check Only One Category Below			
None	Does not provide work direction or supervision to others		
Lead/Supervisor	Provides work direction, leadership, and training to a number of employees		
	• Directly supervises (#of) employees		
	• Indirectly supervises (# of) employees		
	Supervises an area including:		
Manages a function without direct supervision of people (May have budget responsibility)			
Manages one group (supervises (#of) people and has budget responsibility (yes) ; (no))			
Manages more than one group (supervises other managers & has budget responsibility)			
FLSA Status: □ Exempt □ Non-Exempt □			
<i>EEO-1Category</i> : Executive/Senior Level Officials & Managers First/Mid Level Officials & Managers Professional Technician Sales Worker Administrative Support Service Worker			
Approved Date:			