

SKILLED LABORER (TREE SPECIALIST)

DISTINGUISHING FEATURES OF THE CLASS: This is skilled work of a complex nature involving a responsibility for the removal of trees and trade-related tasks for the construction and maintenance of County roads and highways. The work is performed under the direct supervision of a Highway Maintenance Supervisor I. During periods of emergency work any employee in this class may be required to work at other than normal working hours. Does related work as required.

TYPICAL WORK ACTIVITIES:

Removes a variety of trees (i.e., different species and sizes) and large tree branches and lowers them to ground level by climbing from ground level and using arborist equipment and tools as they pertain to tree and large branch removal (e.g., spurs, belts, ropes, safety equipment, saws, pulleys);

Performs skilled labor in fields such as masonry, carpentry, and painting;

Builds catch basins, head walls, retaining walls, etc.;

Builds culverts and bridge forms and sets reinforcing steel and welds, as required;

Performs general maintenance work, as required;

May operate automotive equipment incidental to the performance of duties.

FULL PERFORMANCE KNOWLEDGE, SKILLS, ABILITIES AND PERSONAL CHARACTERISTICS:

Thorough knowledge of the practices, tools, terminology and safety precautions of the trade or skill for which employed; good knowledge of the operation of a bucket truck for the removal or trimming of large trees; ability to use arborist equipment, as it pertains to tree and branch removal (e.g., spurs, belts, ropes, saws, safety equipment, etc.); ability to work from plans and specifications; ability to remove trees and tree branches.

MINIMUM QUALIFICATIONS: Graduation from high school or possession of an equivalency diploma and five (5) years of experience in which the major duties involved work in a building trade skill or other special skill related to road construction or maintenance, which must have included or been supplemented by two (2) years of experience in tree removal.