



City of Seal Beach
211 8th St.
Seal Beach, CA 90740
562/431-2527
Ext. 1336



CROSSING GUARD
SALARY: \$14.00 per hour
FINAL FILING DATE: Open Until Filled

This recruitment is Open Until Filled. Please note that the application filing period for this recruitment may close, at any time without notice, once a sufficient number of qualified applications have been received.

The Crossing Guard position is a temporary position, approximately five hours per day, two (2) hours in the morning and three (3) hours in the afternoon, Monday through Friday. Crossing Guards work a school year (September through June). Applicants must be able to work outdoors, have reliable transportation or ability to report to assignment consistently.

Crossing Guards work under the general direction of the Parking Operations Lead Community Service Officer with the Seal Beach Police Department. Based on the needs of the City, a flexible schedule may be assigned for either a morning or afternoon shift or a combination thereof, or for specific week days, based on the availability of the Crossing Guards and at the discretion of the Parking Operations Lead Community Service Officer.

INFORMATION FOR APPLICANTS

SELECTION PROCEDURE:

To submit your application, please visit: <https://www.calopps.org/city-of-seal-beach>

Please note that only on-line applications are being accepted for this recruitment. Our Human Resources Department is located at Seal Beach City Hall, 211 8th Street, Seal Beach, California 90740 and can be contacted by calling (562) 431-2527 x1336. Faxes, emails or postmarks will not be accepted.

Appointment is subject to any or all of the following, to include: reference check, DOJ/FBI fingerprinting, comprehensive physical examination including drug screening. If selected, incumbent will be required to submit written identification proving eligibility to work in the United States

Any qualified individual with a disability must provide reasonable notice to the City prior to the testing process that reasonable accommodation is required.