

PINELLAS COUNTY SCHOOL BOARD
FLORIDA

PCSB: 6940
Pay Grade D11

FLSA: Non-Exempt

PAINT / BODY MECHANIC-JOURNEYMAN

MAJOR FUNCTION:

Performs skilled manual work at journeyman level in the repair, conditioning and painting of automotive and bus bodies, cabs, fenders, etc., using specialized tools. General instructions regarding jobs are given, allowing considerable latitude for planning and implementation of assignments. Work is reviewed during progress and at completion by a superior.

DUTIES AND RESPONSIBILITIES:

- Rebuilds, replaces and repairs automotive, bus, trucks and construction equipment bodies, grills and frames
- Removes dents and straightens door panels, quarter panels, fenders and hoods with hammer and fender irons
- Straightens frames and wheels with presses and other equipment
- Cleans, sands, masks and brush or spray paints automotive and School Board equipment, including trucks, cars, road rollers, compressors and other construction and maintenance equipment
- Welds breaks and fractures in sheet metal and frames; does lettering and numbering on vehicles and equipment; installs accessory equipment
- Applies knowledge of tools, materials, methods and practices used in auto body repair and painting trade
- Uses and maintains hand and power tools of the trade; mixes and matches paints, lacquers and enamels; estimates time and material
- Locates and corrects structural defects in automotive equipment
- Performs related work as required

MINIMUM QUALIFICATIONS:

Graduation from high school or possession of GED and four (4) years of journeyman level experience in automotive body painting and repair work. Must possess and maintain a valid Florida Commercial Driver's License (CDL), Class B, to include "air brake" and "passenger" qualifications. Must possess and maintain or obtain any DEP or EPA certifications as required by local, state and federal regulations within (180) days from date of hire.

ISSUED: 11/79 SSN; FORMAT REVISED: 3/88; MQ'S REVISED: AK 3/04; BOARD APPROVED: 4/27/04; REVISED: MQ'S 11/10 RAS; BOARD APPROVED: 1/11/11

The above statements are intended to describe the general nature and level of work being performed by employees assigned to this classification. They are not intended to be construed as an exhaustive list of all responsibilities and duties required of those in this classification.

Paint / Body Mechanic-Journeyman

<u>WORKING CONDITIONS & PHYSICAL EFFORT:</u>	Seldom Or Never	Monthly	Weekly	Daily	Hourly
1. Lift objects weighing up to 20 pounds				X	
2. Lift objects weighing 21 to 50 pounds				X	
3. Lift objects weighing 51 to 100 pounds			X		
4. Lift objects weighing more than 100 pounds	X				
5. Carry objects weighing up to 20 pounds				X	
6. Carry objects weighing 21 to 50 pounds				X	
7. Carry objects weighing 51 to 100 pounds			X		
8. Carry objects weighing 100 pounds or more	X				
9. Standing up to one hour at a time				X	
10. Standing up to two hours at a time				X	
11. Standing for more than two hours at a time				X	
12. Stooping and bending					X
13. Ability to reach and grasp objects					X
14. Manual dexterity or fine motor skills					X
15. Color vision, the ability to identify and distinguish colors				X	
16. Ability to communicate orally					X
17. Ability to hear					X
18. Pushing or pulling carts or other such objects				X	
19. Proofreading and checking documents for accuracy		X			
20. Using a keyboard to enter and transform words or data	X				
21. Using a video display terminal	X				
22. Working in a normal office environment with few physical discomforts	X				
23. Working in an area that is somewhat uncomfortable due to drafts, noise, temperature variation, or other conditions				X	
24. Working in an area that is very uncomfortable due to extreme temperature, noise levels, or other conditions			X		
25. Working with equipment or performing procedures where carelessness would probably result in minor cuts, bruises or muscle pulls				X	
26. Operating automobile, vehicle, or van				X	
27. Other physical, mental or visual ability required by the job "work on a scaffold"		X			