

DUTIES DESCRIPTION RECORD

DDR 72-45192

| | | | |
|-----------------------|---|----------------------------|----------|
| Department | | Position | |
| Position Title | OPERATING EQUIPMENT FOREMAN-TOWER CRANE | Grade | |
| System | POWER | Code | 6.54 |
| Division | DESIGN AND CONSTRUCTION | Number of Positions | 1 (Temp) |

Rate: \$35.04 /hr. x 8 = \$280.32 Base Rate (Eff. 07/1/02)
 4.70*/hr. x 8 = 37.60 Health & Welfare (Eff. 7/1/02)
 1.38*/hr. x 8 = 11.04 Holiday (7/1/02)
\$328.96 (Eff. 07/1/02)

*paid per hour worked or for the number of hours for which pay is received.

Summary Duties

In connection with miscellaneous construction, alteration, and repair activities at various locations in the Power System, directs, coordinates and inspects the activities of equipment operators and helpers in the operation of seven or more pieces of heavy-duty construction equipment including truck-mounted tower cranes, pile drivers, power shovels, clamshells, draglines, gradalls, single and multiple drum hoists and tuggers, conventional cranes, motor patrols, bulldozers and other equipment used in earth-moving and heavy-building construction; directs and reviews the general maintenance and repair of such heavy-duty construction equipment; encourages safe practices and enforces safety rules and precautions; approves workmen's timecards; makes reports on work progress; and performs related duties.

1. Overtime

Employees shall be compensated for each hour worked on holidays (or holiday equivalents), at a rate computed by multiplying the appropriate hourly rate by three (3); for each hour worked on Sundays, and in excess of four (4) hours overtime on a normal workday, and in excess of twelve (12) hours on a Saturday, at a rate computed by multiplying the appropriate hourly rate by two (2); and for each hour of all other overtime at a rate computed by multiplying the appropriate hourly rate by one and one-half (1½), except that when an employee is working overtime with other trades or crafts (working overtime) which receive a higher overtime