



APPRENTICE DIESEL MECHANIC (AUTOMOTIVE) TEMPORARY FULL TIME

The Opportunity

We are currently seeking an Apprentice Mechanic to maintain Council's vehicles, trucks, machinery, plant and equipment in a flexible, efficient cost effective and safe manner. This includes on-site servicing, in a mobile workshop, of Council's plant and equipment throughout the Shire. This is a temporary position for up to 4 years.

What we are looking for in you

Essential Criteria:

- Record of School Achievement (RoSA) or Higher School Certificate (HSC).
- Willingness to be enrolled in, and successfully complete Certificate III in Heavy Commercial Vehicle Mechanical Technology.
- Current Provisional 2 driver license.

Highly Desirable Criteria:

- Class 'C' driver license.
- Proven ability to work in a team environment.

What we have to offer:

As a valued member of our team, you'll receive the following benefits:

- A family-based culture with genuine and friendly people to work with
- Competitive salary and opportunity for salary progression
- 5 weeks annual leave
- Access to 6.5 weeks long service leave after 5 years of service
- 4-day work week
- · Learning and career development opportunities
- All PPE Supplied
- Allowance, overtime and call out penalties when required
- Apprenticeship rates as per LG Award
- Plus an 11.5% Council Superannuation contribution.

How you can apply:

Before applying, please review the POSITION DESCRIPTION.

Please address the questions on the application page on the website https://www.blandshire.nsw.gov.au/your-council/careers. When responding to the questions, please include detailed relevant examples of your skills and experience.

You'll have the opportunity to attach your cover letter and resume.





For more information regarding the Apprenticeship Mechanic position, please contact Paul Glennon on (02) 6972 2266.

We are Bland Shire

A place where people are valued, an environment that is respected, a future that is bright and a community that is proud.

CLOSING DATE: 8 APRIL 2025