



Job Announcement

Recreation Program Specialist Gymnastics

Posting Date: 3/21/22

Closing Date: Open until filled

Starting Date: As soon as possible

Division: Recreation — Gymnastics

Position Status: Full Time — nonexempt

Hours: Weekdays and weekends. Hours will vary.

Supervisor: Recreation Program Manager (Gymnastics)

Duties: We are seeking a self-motivated and enthusiastic team player that can provide students with a diverse gymnastics experience in a safe, caring, fun environment. An energetic person with a playful personality is needed to teach recreational classes and competitive team level gymnasts. Must have coaching experience with USAG boys JD or girls JD compulsory and/or Xcel and be able to work with ages 2 and up. This position requires excellent public relation and communication skills as well as administrative and clerical duties, and basic computer skills.

Qualifications:

- Available daytime, evenings, and weekends
- Gymnastics and/or dance experience (training is available)
- Experience teaching adults and youth
- Lesson planning for recreational classes and Competitive teams

Wage: 12 step salary scale starting at \$25.40/hr. Starting wage DOE

Benefits: Vacation and sick leave. Health, dental, life and disability insurance, participation in the state retirement plan. Discount on most Park District classes, Aquatic Center pool pass for employee and dependents, and Fitness Family BIRC membership.

To Apply: A completed application and cover letter are required to apply. Download the job description and application form at: <https://biparks.org/employment/>

Background checks will be completed on anyone 18+ that is offered this position.

Send application and cover letter to Gymnastics Program Manager Jason Balangue via email at jason@biparks.org
or by mail to:

Bainbridge Island Metropolitan Park & Recreation District

Attn: Jason Balangue

8521 Madison Ave N.

Bainbridge Island, WA 98110

**Bainbridge Island Metropolitan Park & Recreation District
Equal Opportunity Employer**