

Oglesby Parks and Recreation Department
SEASONAL EMPLOYMENT APPLICATION

110 East Walnut Street, Oglesby IL 61348

parks@oglesby.il.us (815) 883-8121 FAX (815) 883-9858 www.oglesby.il.us

Position(s) Applied for _____ Date _____

The City of Oglesby considers all applicants without regard to race, color, religion, creed, gender, natural origin, age, disability, marital or veteran status, or any other legally protected status.

Last Name _____ First Name _____ Middle _____

Home Address _____ City _____ State _____ Zip _____

Home Phone _____ Cell Phone _____ Email _____

Social Security # _____ Drivers License # _____

Have you ever been employed with the City of Oglesby before? _____ If so, when? _____

Are you aware of any reason you cannot perform the essential functions of this job with or without reasonable accommodations? _____ Yes _____ No

Are you employed now? _____ Date available to begin work _____

SKILLS (check applicable categories)

Power Tools Operation
First Aid
Public Relations
Facility Maintenance
Officiating

Landscaping
Carpentry
Supervisory Experience
Zero Turn Mower Experience
Other _____

Working with Children
Swimming
Camp Counseling
Painting

TRAINING (Specify any training which you have taken with regard to the above skills)

VOLUNTEER WORK or experience that might be applicable

REFERENCES (Name two non-family members who know you and your capabilities and to whom we may refer in confidence)

NAME	OCCUPATION	PHONE
_____	_____	_____
_____	_____	_____

EDUCATION

Full time student? _____ Yes _____ No School Attending? _____
Highest Grade Completed _____ College Major/Degree? _____
List related courses in Parks and Recreation _____

WORK EXPERIENCE (Begin with present or last employment)

Employer _____ Job Title _____
Address _____ Dates employed _____
Reason for leaving _____
Employer _____ Job Title _____
Address _____ Dates employed _____
Reason for leaving _____

I certify that these statements are complete and correct to the best of my knowledge

Signature _____ Date _____