

3380

04/04

Revised

**CITY OF RIVERSIDE**  
**HUMAN RESOURCES DEPARTMENT**  
**CLASSIFICATION SPECIFICATION**

**TITLE:** **SOLID WASTE COLLECTOR I**

**DEFINITION**

Under general supervision, to perform heavy manual work in the collection of garbage and refuse on a designated route, and to do related work as required.

**REPORTS TO:** Solid Waste Collection Supervisor I or II

**SUPERVISION RECEIVED AND EXERCISED**

Receives general supervision from the Solid Waste Collection Supervisor I or II.

**EXAMPLES OF DUTIES**

Typical duties may include, but are not limited to, the following:

- Pick up and empty garbage and refuse into large collection containers ; empty containers into refuse truck ; pick up other debris; operate mechanism for loading, compressing and dumping refuse and garbage.
- Direct driver in some movement of refuse truck in alleys, driveways and other locations; operate refuse scooter and truck as required; clean and wash refuse scooter and truck daily.

**QUALIFICATIONS**

**Ability to:**

- Understand and carry out oral and written instructions.
- Perform strenuous, physical work for long periods of time.
- Periodically pass a physical examination for heavy lifting and moving.
- Work overtime as scheduled.

**Education and Experience:**

Any combination of experience and education that would likely provide the required knowledge and abilities is qualifying. A typical way to obtain the knowledge and abilities would be:

Education: Equivalent to completion of the twelfth grade.

Experience: Six months experience in heavy manual work is desired.

**MEDICAL CATEGORY:** Group 2

**NECESSARY SPECIAL REQUIREMENT**

Possession of an appropriate, valid class "C" California Motor Vehicle Operator's License.

May require possession of or the ability to obtain an appropriate valid California Commercial Motor Vehicle Operator's License based upon operational need and the duties assigned.

**CAREER ADVANCEMENT OPPORTUNITIES**

**FROM:** Solid Waste Collector I

**TO:** Solid Waste Collector II