## **COLBY SCHOOL DISTRICT Seasonal Employee Wage Schedule**

	First Season of Employment	Third Season of Employment	Fifth Season of Employment	Seventh Season of Employment
Custodial	\$10,00 <mark>\$8.95</mark> /Hour	\$10,25 <mark>\$9.20</mark> /Hour	<mark>\$10.50</mark> \$ <del>9.45</del> /Hour	\$10.75 <mark>\$9.70</mark> /Hour
Lifeguard*	\$9.50/Hour	\$10.00/Hour	\$10.50/Hour	\$11.00/Hour
Summer Recreation Community Ed.** Licensed Teacher Non-Licensed	\$24/Hour \$14-20/Hour	\$25/Hour \$15-21/Hour	\$26/Hour \$16-22/Hour	\$27/Hour \$17-23/Hour

- \* Lifeguards must hold proper certification and be eligible for a work permit.

  Selection and scheduling of lifeguards shall be based on a priority order utilizing the following criteria (similar to Part III, Section 3.03 (C) 2d).
  - 1. Date of hire.
  - 2. When date of hire is the same, the lifeguard with greater certifications.
  - 3. When hire date and certifications are the equal, the lifeguard with the greatest length of service.

Appendix Part I - 1.02E(3)

\*\* Wage Based on required Education/Licensure in content instructing. Wage may be adjusted to align with class enrollment.

## Wage Schedule

## NON-EXEMPT (HOURLY) STAFF NOVICE PAY/ BASE PAY

Novice pay is the starting hourly rate. After six months of employment and a performance evaluation by the immediate supervisor indicating knowledge of tasks, training opportunities, and performance satisfaction, a recommendation can be made for a raise to base pay.

Employee Group	Novice Pay	Base Pay
Maintenance	\$15.00	\$15.25
Custodians	\$12.00 <mark>\$11.00</mark>	\$12.25 <del>\$11.25</del>
Housekeeping	\$10.00 <mark>\$9.00</mark>	\$10.25\\$9.25
Food Service – Cooks	\$10.10 <mark>\$9.10</mark>	\$10.35 <mark>\$9.35</mark>
Food Service – Computer/Server	\$9.25 <mark>\$8.25</mark>	\$9.50 <u>\$8.50</u>
Instructional Aides	\$10.10 <mark>\$9.10</mark>	\$10.35 <mark>\$9.35</mark>
Media Aides	\$10.20 <mark>\$9.20</mark>	\$10.45 <mark>\$9.45</mark>
Secretaries	\$10.20 <mark>\$9.20</mark>	\$10.45 <mark>\$9.45</mark>