# **MISSION FOR CARPENTER**

The mission of a Carpenter is to successfully build and complete the daily tasks assigned by the Lead Carpenter and Project Manager. A successful task is built with high quality, on time, and without wasting materials.

#### **OUTCOMES / RESULTS**

- 1. Build with HIGH QUALITY: meeting building codes, and specs/instructions from PM or client.
- 2. Build ON TIME according to the time schedule created by you and the Lead Carpenter.
- 3. NOT WASTING MATERIALS: Avoid mistakes. Avoid Re-Dos. Avoid wasting materials.
- 4. NEAT & CLEAN: jobsite broom swept; materials organized at the end of each day.
- 5. ACCURATE RECORDS: clock in timesheet for yourself.

#### COMPETENCIES (SKILLS/QUALIFICATION)

A Carpenter will work with a crew of 1-3 carpenters and an apprentice and must have the following qualification. Depending on your ability, you will be at Level 1 or Level 2 or Level 3.

- 1. Must have a positive mental attitude!
- 2. Display excellent framing and finish carpentry knowledge and production ability.
- 3. Can listen and follow lead carpenter/project manager/designer/client's instructions.
- 4. Display working knowledge of some other aspects of remodeling work such as grading, sitework, concrete, electrical, plumbing, stucco, painting, drywall, tiling, and running bobcats, forklifts. Can perform these tasks on a small scale if necessary.
- 5. Must have tools, smart phone, and reliable transportation (Cargo van or truck).
- 6. Ability to read blueprints and drawings to build from.
- 7. Some knowledge of building codes and local ordinances.
- 8. Ability in problem solving and working independently on tasks.
- 9. Take pride in doing quality and beautiful finishes by being resourceful.

# **HOUSE RULES**

- 1. Dress code: Appropriate construction attire is expected such as hard-soled boots, long pants and shirts (may wear construction shorts in hot weather.) No sagging pants/jeans. During the roughing stage up to framing, wear hard hats for your safety.
- 2. Working hours: Workdays are 8 hours per day (40 hours per week) from 7 a.m. to 3:30 p.m. There is one 30-minute lunch break and two 15-minute rest periods per each workday. Be on time!
- 3. No smoking, drugs, or drinking alcohol on the jobsite at all times. If you smoke, go to a designated area and keep all the cigarette butts in one container. DO NOT throw your cigarette butts around the jobsite.
- 4. Responsible for the protection of the client's property. Do not use anything, including tools, equipment, or cleaning supplies that belong to the client.
- 5. If you need to get some tools to do your job efficiently, please submit a budget for Fund Request to your supervisor (Lead Carpenter or Project Manager).
- 6. Do not disturb a client or neighbors with loud radios or foul and abusive language.

#### **OVERALL RESPONSIBILITIES**

- 1. Perform production work on site. The carpenter is the main force of production because of his skills.
- 2. Greet clients when they visit a jobsite (smile, wave, say Hi!).
- 3. Teach and share new skills with other carpenters and help train apprentices in your team.
- 4. Maintain a clean, safe jobsite always. No smoking or drinking on site allowed. Jobsite should be broom-swept at the end of day.

- 5. Know all shut-off locations for electrical, gas, water, security, and sprinkler systems.
- 6. Safety: monitor both company and individual equipment for proper safety features, safe electrical cords with ground. Inform production supervisor of any unsafe condition.
- 7. Be courteous and professional in all dealing with internal and external parties. (Grocery bags story)
- 8. Let us know what you would like to learn and what resources you need.

### **COMPENSATION EXPECTATIONS**

- Combined salary in the range of \$50,000 to \$65,000/year, based on experience and performance.
- Bonus at each project close out, based on profitability and candidate performance.
- 2 weeks paid time off (PTO) per year
- Monthly stipend for health insurance
- Opportunities for further career advancement within the Company and affiliate companies

# WHAT IS NEXT & WHEN NEXT FOR NEW HIRE

- 2 weeks orientation to get familiar with our system
- Monthly review of progress for the first 3 months.
- Quarterly review thereafter (every 3 months.)
- If you wish, after reaching Level 3 Carpenter and work one year successfully, you can become a
  - o Lead Carpenter, where you can build and manage a team of 1-3 Carpenters
- You can participate in Company's investment projects for potential upside financial gains.

Date:	Name:	
	Signature	