



**Alaskan Copper Works
Human Resources
2958 6th Avenue South
Seattle, Washington 98134
(206) 382-7344
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We will be accepting applications for this job opening only between the opening and closing dates. Individuals who meet all of the requirements will be considered for an interview. Job applications may be filled out in person or online at www.alaskancopper.com and sent via fax or scanned to jobs@alaskancopper.com when completed.

Date Opened: November 22, 2017
Closing Date: December 08, 2017

Job Title: Fabrication Metalworker (Fitter)

Pay Rate: From \$18.44, depending on experience.

Hours of Work: Day shift 6:30am to 3:00pm. Monday-Friday

Location: 3405 6th Avenue South, Seattle, WA.

Representation: After 30 days, required to become a dues paying or financial core member of Sheetmetal Workers Local Union No. 66.

Job Summary: Fit and assemble tanks and heat exchangers.

Requirements to be considered for position:

1. Application must be filled out completely by the Applicant.
2. Meet all of the Required Essential Job Skills/Experience.
3. Must be able to work any shift.
4. Work overtime when required.
5. Willing to comply with company rules and policies.
6. Pass pre-employment drug screen.

Required Essential Job Skills/Qualifications:

1. Accurately read tape measure to 1/16".
2. Able to read and understand instructions, documents and safety information and communicate in English.
3. Able to lift/carry up to 50 lbs. occasionally, and up to 100 lbs. rarely.
4. Minimum of three years of experience pipe and plate fitting, preferably with stainless steel.
5. Must be able to read blueprints and stress specifications.
6. Must be able to operate shear, press brake, drills and grinders.

Required Essential Job Duties/Functions:

1. Layout and prepare components for tanks and heat exchange assembly.
2. Working off blue prints fit up tanks and heat exchangers.
3. Direct activities of welders, Associate Fabrication Metalworkers and helpers who may be assisting.
4. When specified, hydrotest.

Non-essential Functions/Duties:

1. Mark and prepare units for shipping.
2. Clean and debur.

Job Accommodations:

Considered on an individual basis.

Physical Demands:

This work is defined in the heavy strength factor of physical demands.

Physical Requirements:

1. This position requires the following in an 8-hour workday:

<u>Total At One Time (Hours)</u>	<u>Total During Entire 8-Hour Day</u>
Standing: 2 1/2 hours	7 hours
Walking: 10 minutes	1 hour
Sitting: 10 minutes	1 hour

2. Movement of objects and strength required for this job:

<u>Lifting:</u>	<u>Carrying:</u>
Up to 5 lbs.: FREQUENTLY (34-66%)	FREQUENTLY (34-66%)
6-10 lbs.: OCCASIONALLY (1-33%)	OCCASIONALLY (1-33%)
11-20 lbs.: OCCASIONALLY (1-33%)	OCCASIONALLY (1-33%)
21-25 lbs.: OCCASIONALLY (1-33%)	OCCASIONALLY (1-33%)
26-50 lbs.: OCCASIONALLY (1-33%)	OCCASIONALLY (1-33%)
51-100 lbs.: OCCASIONALLY (1-33%)	OCCASIONALLY (1-33%)

3. Required repetitive use of hands:

Simply Grasping: YES Fine Manipulating: YES
Pushing & Pulling: YES

4. Repetitive Actions/Movements Involving the Feet:

Right Foot: NO Both: NO
Left Foot: NO

5. Worker Positions Required in the Performance of this Job:

Climbing*: OCCASIONALLY (1-33%)	Stooping: OCCASIONALLY (1-33%)
Balancing: NEVER	Kneeling: OCCASIONALLY (1-33%)
Bending: FREQUENTLY (34-66%)	Crouching: OCCASIONALLY (1-33%)
Crawling: NEVER	Reaching: OCCASIONALLY (1-33%) (above shoulder level)

*Climbing: Depending upon the work and job being performed, a worker may step 15-18" off the ground onto a work slab. On some days this may

occur 4-5 times per hour; other days may not require work which involves this stepping up and down.

6. Sensory Requirements:

Talking and/or Hearing: YES
Seeing: Acuity: YES
Field of Vision: YES
Depth Perception: YES
Accommodation: YES
Color Vision*: YES

* Color Vision: Must be able to differentiate between typically colored control buttons on machinery.

7. Environmental Conditions That Are Found in the Work Site:

PHYSICAL SURROUNDINGS: Inside (75% of time)
 Outside (75% of time)
 Both (equal amounts)

TEMPERATURE: Cold (enough to cause bodily discomfort)
 Hot (enough to cause bodily discomfort)
 Variations (sufficient to cause bodily reactions)

WET: Contact with water and/or other liquids

HUMID: Moisture content sufficient to cause bodily discomfort

NOISE: Sufficient to require hearing protection

VIBRATION: Sufficient to cause repeated motion or continuous shock

HAZARDS: Risk of bodily injury present

FUMES: Smoke or vapors resulting from combustion or chemical reaction

ODORS: Toxic or non-toxic smells

TOXIC CONDITIONS: Exposure to disabling fumes, dusts, gases, vapors, mists or liquids that may cause bodily harm.

DUST: Small particulates that may cause occupational disease

POOR VENTILATION: Exposure to drafts or insufficient movement of air