

**DATE**: March 1, 2024

## TOWN OF MARS HILL VACANCY ANNOUNCEMENT

THE TOWN OF MARS HILL, N.C. is seeking a qualified individual for the following position:

TITLE: Police Officer – Mars Hill Police Department

Part-Time Position(s)

## **General Duties and Responsibilities:**

Performs general law enforcement work in a Community Policing environment. Duties include traffic control; preventing, detecting, and investigating crimes; apprehending criminal suspects; presenting testimony in court; and preparing records and reports.

## Knowledge, Skills, and Abilities:

Must have considerable knowledge of modern law enforcement practices and procedures, including knowledge of Community Policing philosophy. Must also have knowledge of NC Law and General Statutes. Must have ability to effectively interact with the public in a Community Policing environment and to maintain effective working relationships with other employees. Must have good written and oral communication skills.

## **Requirements:**

Completion of high school and NC Basic Law Enforcement Training (BLET). Must meet the standards set by the North Carolina Criminal Justice Education and Training Standards Commission. Must possess a valid NC Driver's License. Must submit to extensive background investigation, as well as written, verbal, and physical testing.

The Town of Mars Hill is a fast growing community and is committed to developing a workforce that is reflective of the diversity of our population. We encourage all **highly motivated** and **qualified** candidates to apply for these positions.

Salary: \$20.00 hourly minimum, higher rate possible depending on qualifications and experience.

**TO APPLY**: Submit a Mars Hill Application and resume to the Mars Hill Town Manager, 280 N. Main Street, PO Box 368, Mars Hill, NC 28754. Applications are available in the Administration Office located at the Mars Hill Town Hall. Posting and application available at <a href="https://www.townofmarshill.org">www.townofmarshill.org</a>.

**CLOSING DATE**: Open Until Filled