

2026 SUMMER EMPLOYMENT: The Borough of Crafton is accepting applications for the following seasonal positions: Assistant Pool Manager, Head Lifeguard, Lifeguards, Junior Lifeguards, Cashiers, Attendants, Concession Stand Workers, and Seasonal Public Works. Applicants must be able to pass a State Criminal Background Check, a ChildLine Abuse & Registry Clearance and a Drug & Alcohol Test. Fees will be paid by the Borough. Employees must have access to their own valid email address for payroll and onboarding purposes.

Paper applications may be obtained in the Administrative Office, 100 Stotz Avenue, 2nd Floor, during normal business.

All paper and online applications must be submitted to the Administrative Office **NO LATER THAN 4:00 PM, Thursday, March 11, 2026**. Due to overwhelming interest, late applications *will not be accepted*, unless on an as need basis, at the discretion of the Borough Office or Pool Management. Applications will be assessed by the order they are received.

The Borough of Crafton is an Equal Opportunity Employer.

Apply Here: www.craftonborough.gov/employment

Minimum Age/Experience Requirements/Rates of Pay

Position	Minimum Age*	Experience Required	Wage Rate*** (2025)
Assistant Manager	18	Yes	\$5,500 per season**
Head Lifeguard/Lesson Coordinator	18	Yes	\$16.00 per hour
Lifeguard/Swim Lesson Instructor	16	Yes	\$15.00 per hour
Junior Lifeguard	15		\$15.00 per hour
Aqua-Robics Instructor	18	Yes	\$20.00 per hour
Head Concession (if needed)	18	Yes	\$11.00 per hour
Concession Stand Worker	16		\$10.00 per hour
Cashier	15		\$10.00 per hour
Attendant	14		\$8.50 per hour
Seasonal Public Works/Returning	18		\$15.00 to \$17.00 per hour

*Minimum Age by May 1, 2026.

**Manager per season salary will be issued as nine (9) bi-monthly payments beginning May 15, 2026.

**Assistant/Concession Manager per season salaries will be issued as eight (8) bi-monthly payments, beginning May 31, 2026.

***Wage Rates listed are from 2025 and are subject to change at the direction of the Borough Council.