



JOB POSTING

UFV Athletics and Campus Recreation

Position Title: Public Address Announcer (Soccer, Volleyball, and/or Basketball) (multiple positions available)
Department: UFV Athletics and Campus Recreation
Location: Abbotsford (UFV Athletic Centre and/or Rotary Stadium)
Duration: Casual part-time (evenings and weekends)
Start Date: Flexible – August 2022 – March 2023
Wage: \$15.65 + 6% vacation pay + 4% in lieu of statutory holidays

Job Description

The Public Address Announcer is the main voice of the UFV Cascades while in the athletic center. The PA Announcer announces starting line-ups, game action, public address announcements, presentations, and contests. Public Address Announcer positions are available for Cascades soccer games (played at Rotary Stadium in Abbotsford), as well as basketball and volleyball games (played at the UFV Athletic Centre on UFV Abbotsford campus).

While we have a veteran voice of Ian Wilson who has been the voice of the Cascades for 6 years, Ian has been given the opportunity to announce at the semi-professional level from time to time leaving us without a voice for our games. This position will be working alongside Ian filling in where he is unavailable and learning from his many years of expertise. The goal of this position will be for the individual to eventually move into the role of our veteran voice. Although students are preferred, if you are near graduation, we are more than happy to employ you during and after your time at UFV.

Duties and Responsibilities

as well as improvise when necessary bachable personality, particularly when communicating with e day staff own of Cascades game day equipment by Athletic Events Coordinator

ent and demonstrate a high-level of professionalism, strong the ability to take initiative. Individuals with past experience in ole will be given priority. Applicants that can submit a recording rity. Strong background in sport will be considered an asset.

nd resume) via email to Breanne Whyte, Athletic Events Reference job title in the subject line.



