

**Lift Maintenance Mechanic**  
**Terry Peak Ski Area**  
**Lead, SD 57754**

**Job Title: Lift Maintenance Mechanic**

**Job Status: Full-Time, Year-Round**

**Job Summary:**

Must be willing to follow directions and maintain a positive attitude. Responsible for the maintenance of all lifts at Terry Peak. Perform regular and preventive maintenance and troubleshoot potential problems. Provide assessment on a day-to-day basis to ensure that equipment is operating efficiently and safely. Attention to details, safety, documentation, and communication are essential.

**Essential Duties and Responsibilities:**

- Maintain and repair lift equipment as required to ensure safe operations.
- Perform and document regular operational testing, preventive maintenance, and troubleshooting potential problems.
- Open and close lifts daily as required.
- Complete maintenance and repair of all lifts at Terry Peak and provide the required documentation.
- Maintain daily lift logs, and all required documentation.
- Maintain records for repairs and implement those that are needed.
- Efficiently communicate issues and concerns to staff and supervisor.
- Comfortable working at heights and frequently climbs towers in all weather conditions.
- Willing to wear the required PPE, i.e., including hard hats, safety glasses, and fall restraint harness.
- Other duties as assigned.

**Basic Requirements:**

- Able to perform in severe, inclement weather conditions and terrain for sustained periods.
- Able to lift 50-100 lbs.
- Must have a US Driver's License.
- High School or equivalent.
- Be able to safely operate a snowmobile or ATV.
- Willing to participate in training.
- Participate in required travel for training and company business.

**Preferred Experience Special Skills**

- Mechanical and /or electrical maintenance knowledge is preferred.
- Must be able to troubleshoot and problem-solve.
- Must be able to work independently, follow directions, and procure a safe work environment.
- Strong written and oral communication skills.