

SOLID STATE HOCKEY™

SUCCESS IS THE SUM OF THE DETAILS

DIRECTOR OF LEARN TO SKATE/LEARN TO PLAY - PART-TIME

Supervisor: DIRECTOR OF HOCKEY OPERATIONS

General Job Description:

The Director of Learn to Skate/Learn to Play is responsible for establishing and maintaining developmental programs for all Solid State Hockey divisions, with the three major goals of improving athletic performance, reducing athletic injuries, and teaching lifelong fitness and movement skills. This Director devises training plans according to sound scientific principles, supervises training sessions, evaluates athletes, maintain athlete records, and teaches strength and conditioning classes as needed. The Director is responsible for maintaining the strength and conditioning facility, and for establishing policies, plans, and procedures for the safe and professional operation of the facility.

Essential Duties and Responsibilities:

1. Design and implement developmental programs. These include but are not limited to: Learn To skate, Learn to Play, Learn to Hockey, and Learn to Save.
2. Coordinate with Head and Jr. level coaches on these programs.
3. Complete an annual budgetary proposal for the program that includes routine maintenance, purchase of new equipment, and staffing needs.
4. Conduct an annual evaluation of departmental staff, including the design of professional development activities.

Peripheral Duties and Responsibilities :

- Design and instruct curricular developmental classes.
- Supervise and coordinate the developmental staff.
- Other duties as assigned.

Qualifications:

- Previous work as a hockey skills coach
- A strong working knowledge and teaching skills in analysis and techniques of skating and hockey.
- Experience and/or expertise coaching U10 and under.
- Strong motivational abilities.
- Evidence of ability to interact positively with student athletes, colleagues, and the public.
- Evidence of strong organizational skills and effective oral and written communication skills.
- Driver's License and own transportation required