



Employee Requisition Form

Position to Be Filled: Security Corporal

Purpose: Responsible for ensuring that all Security associates are properly trained for their assigned duties.

ESSENTIAL DUTIES AND RESPONSIBILITIES:

- Accountable and responsible for the protection of casino assets and property.
Assumes day-to-day supervision of the shift in the absence of Security Sergeant.
Conduct property walks and inspections to ensure compliance with security and safety policies, procedures, and regulations.
Communicate with chain of command security status, updates, and report actual or potential problems using established protocols.
Recommend changes to security operations when required for safety, effectiveness, and/or efficiency.
Ensure that Security Officers complete required or assigned tasks as required.
Responsible for training new officers and refresher training per the FTO program.
Review Security personnel training and conduct annual training reviews.
Coach, mentor, and train Security associates as required.
Attend and participate in departmental staff meetings.
Accountable for ensuring all new security officers receive iTrak training that includes all applicable modules of the iView systems (iTrak).
Ensure compliance with all safety, health, and environmental policies, procedures, and regulations within the department.
High school diploma or general education degree (GED) required.
Must be 21 years old or over.
Must possess a valid California Driver's License.
Minimum of 1-year casino security experience required.
Minimum of 1-year supervisory experience preferred.
Must obtain BSIS Security Guard Certification with 6 months of hire date.
Knowledge of video gaming and bingo operations rules and regulations.
Knowledge of casino security operations, techniques, relevant laws, and regulations.
Computer skills including spreadsheet and on-line computer system.
Knowledge of casino security methods and techniques.
Any other duties as assigned.

Reports To: Security Sergeant
Approximate Hours: Full Time

