

dated 19th September, 1985



VACANCY IN THE PUBLIC SERVICE

**ENGINEER/PUPIL ENGINEER—SIERRA LEONE BROADCASTING
SERVICE, MINISTRY OF INFORMATION AND BROADCASTING**

Applications are invited from Citizens of Sierra Leone for appointment to the posts listed subject to the following conditions in every case:

- (a) Canvassing of members of the Commission by or on behalf of Candidate will result in the Candidate's application being immediately rejected.**
- (b) Persons who have been dismissed from Government Service or have been convicted of a crime will not be considered.**
- (c) Applicants are reminded to read and comply with the instructions at page one of the application Form P.S.C. Form 8.**

ENGINEER/PUPIL ENGINEER—Sierra Leone Broadcasting Service, Ministry of Information and Broadcasting

Scale

Scale A (Lower Segment) i.e. Le3,230; Le3,427; Le3,628; Le4,222; Le4,424; Le4,622; Le4,705; Le4,897; Le5,092; Le5,284; Le5,479; Le5,702.

Qualifications

By direct entry: Pupil Engineers must possess a degree in Electronics or Electrical Engineering or its equivalent from a recognised University or Engineering Institution.

Age

21–35 years.

Duties

He will be assigned to one of the four main sections of the Engineering Division and responsible to a Senior Engineer. Undertakes under supervision, responsible engineering duties such as installation and modification of equipment.

Prospects

Candidates who show the required aptitude may be selected for further specialised overseas training and eventual promotion to the higher cadre.

Application forms are obtainable from the Secretary, Public Service Commission, Freetown or from any District Office in the Provinces or from the Sierra Leone High Commission, 33 Portland Place, London W.1., or from the Sierra Leone Embassy, Soubuisfsky Pereoluk No. 5A Moscow, U.S.S.R., or from the Sierra Leone Embassy, 170119 Street, N.W. Washington D.C. 200009, U.S.A. Completed applications should reach the Secretary, Public Service Commission not later than 11th October, 1985.