

ORTHOPAEDIC APPLIANCE MAKER (WOOD)

- A. Must have a good knowledge of the use and care of the tools of the trade.

Must be able to:-

Carry out the necessary measurements and calculations of the trade and work from dimensional sketches and drawings.

Identify and have a general knowledge of the properties, uses and working characteristics of the more common timbers used in the trade.

Make simple mortise and tenon joints, plane and groove boards for panelling etc.

Make and finish fracture boards, sticks, crutches, consulting couches etc.

Make and fix internal joinery in general.

Carry out simple repair work to artificial limbs.

Make and fix frames to equipment.

- B. Must be able to:-

Identify and have a good knowledge of the properties used and working characteristics of all timbers used in the trade.

Make all types of joints used in woodwork and know their properties.

Carry out repair work to artificial limbs, appliances, prostheses and equipments.

Make out from drawing the timbers for the repair or construction of a framework, socket, artificial limb, prostheses etc.

Carry out simple joinery work.

- C. Must be able to:-

read, write and speak English or French.

Must be able to:-

Carry out from drawings and specifications the constructions of any part of artificial limbs, prostheses etc., to prepare and set out in a correct manner all timber parts and construct in a workmanlike manner the appliances, artificial limbs, prostheses, equipments etc; and to give the finish.

Take off quantities from plans and prepare cutting lists.

Inspect and report on the state of repairs of all appliances, artificial limbs etc;

Must have experience and qualities of initiative and leadership

Must use correctly all instruments and machinery of the trade.

Must have a thorough technical knowledge of the work carried on in the section.

Must have a knowledge of the correct procedure for obtaining materials from stores.

Must have a knowledge of the condition of service of the men in the section in which he is working.