

**BLARNEY CASTLE HUMAN RESOURCES/PAYROLL
DRIVER - - - -PRE-APPLICATION CHECKLIST**

Applicant's Name: _____ **Date:** ___/___/___

Job Applied for: _____ **Phone # to reach Applicant:** (____)____ - _____

Branch Location: _____

- 1) How did you hear about us? Newspaper Ad Store Sign Employment Agency Friend
 MI Works Another Blarney Castle Employee Other: _____
- 2) Have you ever worked for Blarney Castle in the past? Yes No
If Yes, under what name: _____ at what location: _____
- 3) Do you know anyone working for Blarney Castle now or in the past? Yes No
If Yes, whom? _____
- 4) How do you know this person? Friend Acquaintance Relative (specify: _____)
- 5) Are you currently employed? Yes No May we contact your current employer? Yes No
- 6) Do you have a high school diploma or GED equivalent? Yes No
- 7) Have you had any truck driving experience? Yes No If Yes, how long? _____
- 8) What type of endorsement do you have? Circle which one you have. T P N H X
- 9) If hired, when would you be available to begin working? _____
- 10) Are you available to work days, evenings, midnights, weekends, and holidays? Yes No
- 11) Can you drive for up to ten (10) hours per day? Yes No
- 12) Can you lift at least 50 pounds repetitively? Yes No
- 13) Do you have any limitations that would prevent you from performing any work related duties to include, but not limited, to those listed above? Yes No If Yes, explain _____
- 14) Have you ever been convicted of or pled 'No Contest' to a crime other than a routine traffic violation?
 Yes No
- 15) Do you understand and agree that Blarney Castle will run a background check as a condition of employment? Yes No
- 16) Is there anything in the background check you would like to discuss with the interviewer today?
 Yes No
- 17) Can you bring a copy of two pieces of identification in your legal name? (SSN Card & Drivers Lic. for background check) Yes No
- 19) Are you willing to submit to a drug test as a condition of employment? Yes No
- 20) Are you at least 21 years of age? Yes No