



Recreation Manager

Full-Time Exempt

Competition #26-02

The City of Quesnel is a vibrant community where 10,000 people live within the city limits and another 13,000 live in the surrounding area and call Quesnel home. Quesnel is located in the central interior of British Columbia. If you're moving here from one of the larger centres in the province, you'll be amazed by the affordable housing costs, accessible amenities, and short commutes, we're able to get out and enjoy the nature that surrounds us. From hockey to soccer, downhill skiing to aquafit and trail running, yoga to Zumba, or a more rural lifestyle with hunting, fishing to peaceful snowshoeing, there is plenty to keep you and your family as busy as you want to be in Quesnel. Here, we live a well-rounded lifestyle; we don't believe in working hard for a life you can't enjoy. We're friendly and approachable. It's in our nature to welcome you and your family warmly.

Refer to our relocation guide at <https://bit.ly/3aUDh1i> for more information.

The City of Quesnel is looking for a Recreation Manager to join our Community Services Department. The Recreation Manager is responsible for administration, programming, maintenance and capital projects for the Quesnel and District Arts and Recreation Centre and the administration and programming of Arena 2 & West Fraser Centre. Reporting to the Director of Community Services, the Recreation Manager will be part of the city's management team. The Recreation Manager will work closely with the Facilities Manager.

See our website www.quesnel.ca for a full job description.

This is an exempt position with a salary range of \$105,000 to \$112,000, commensurate with education and experience and includes a comprehensive benefit package, Municipal Pension Plan and moving allowance.

Posting Date: January 23, 2026

Application Deadline: February 13, 2026

How to apply:

Please send your resume with competition number, in confidence to:

Human Resources Advisor

Apply online or Email: hr@quesnel.ca (Word or pdf document only please)