



# Serve your Community

San Diego County Fire Authority consists of both Community Based and Non-Community Volunteer personnel. Volunteers respond to all types of emergencies as well as working with fire prevention to educate residents on how to prevent fires and other emergencies. Few jobs offer you the opportunity to save a life, but as a Volunteer firefighter, you could be called upon to do so at a moment's notice.

Volunteering allows you to give something back to your community. Today, there are many demands on your time and firefighting or emergency services require specialized training. If you have a sense of civic pride, if you want to see immediate results of a job well done, if you have the heart and spirit to make your community a better place, consider Volunteering with your local fire department. You may also find a career in the fire service.

To be a volunteer firefighter, you will need more than just a desire to help people. You will also need courage, dedication, enthusiasm, and a willingness to learn new skills and face new challenges. Take the step and join now.

## Become a Volunteer/Reserve Firefighter

The volunteer fire and emergency medical services is a challenging, exciting and rewarding experience, conveniently condensed into one package. It also offers several viable options that you can pursue as a volunteer or in a career position.

If you volunteer, you can pursue a degree and expand your horizon to a career status, if you choose. Very few things can be a vocation and avocation at the same time, but you have that option as a firefighter.

**Your community Needs You!**



*"Agencies working jointly to provide prompt & professional emergency response to our communities."*

### Minimum Qualifications

- You must be at least 18 years of age
- High School graduation or equivalent GED
- Valid California driver's license

For more information call...  
**619.590.3112**

*e-mail us at [chendrie@fire.ca.gov](mailto:chendrie@fire.ca.gov)*



**SAN DIEGO COUNTY  
FIRE  
AUTHORITY**