



Shenandoah County Firefighter/EMT Recruit

Shenandoah County is currently hiring to fill 30 vacancies. Candidates selected will have a potential start date of March 1, 2025.

Recruitment Period
Accepting applications through December 31, 2025
<i>Instructions for applying are listed below</i>

The annual starting pay for this FLSA non-exempt position is \$43,997.96. The annual starting pay for candidates possessing both EMT and Firefighter I certifications is \$44,950.38. A 5% increase will be awarded, pending the successful completion of the probationary period, with a base salary of \$ 48,507.74. Schedules include 24-hour on / 48-hour off shifts with defined compensation based on 48 hours worked per week. **Holiday Pay starting at \$2,000 for observed holidays.** Full-time position benefits include Virginia Retirement System with locally enhanced hazardous duty pay, health insurance, paid leave, and **incentive pay of \$4,500 to \$8,500 annually for advanced life support credentials- DOQ.** Successful candidates must pass a pre-employment, post-offer drug screening and background check.

Academy length dependent on certifications.

Job Summary

The Shenandoah County Department of Fire and Rescue is accepting applications for current vacancies for Firefighter/EMT Recruit. This position is responsible for responding to alarms of fires, hazardous material incidents, medical and other emergencies with other career and volunteer staff; maintaining records and files, and preparing reports. Other duties include examining patients, providing care, driving and operating various types of fire/medical apparatus and assisting with operations during emergency management



activities. All applicants must agree to submit to a criminal background check. Please see the link below to complete the form.

Essential Job Functions

To perform this job successfully, an individual must be able to perform the essential job functions satisfactorily. The County provides reasonable accommodations to enable individuals with disabilities to perform the primary functions herein described.

- Examines patients, provides care and reports findings to an emergency department physician.
- Conducts fire safety inspections and pre-fire planning for commercial buildings.
- Drives/operates various types of fire/medical apparatus.
- Assures that emergency vehicles are completely stocked and in good running order.
- Provides leadership depending upon the nature of the incident and the affiliation and certification of response personnel.
- Maintains cleanliness, state of readiness of stations, apparatus and all related equipment.
- Performs community service activities, including fire safety education/prevention programs.
- Completes all required reports of runs made by crew.
- Attends training sessions as required.
- Assists with operations during emergency management activities.

Education and Experience

Requires a high school diploma or equivalent, and/or equivalent combination of education and experience.

Licenses or Certifications

Possession of a valid driver's license. Ability to complete certifications in EMT-B, Firefighter I, Haz-mat Operations and EVOC preferred.

Special Requirements



Applicants must be at least 18 years of age at the time of application. See job description for physical and mental requirements.

For an application and complete job description, contact Human Resources, 600 N. Main Street, Ste. 102, Woodstock, VA (540) 459-6165 or visit our website: <http://shenandoahcountyva.us/> and view Jobs. Preferred certifications include: Emergency Medical Technician and/or Firefighter Level I. A resume is requested along with the completed application. Email submissions can be made to Jobs@shenandoahcountyva.us. or hard copy applications may be mailed, or delivered to 600 N. Main Street, Ste. 102, Woodstock, VA 22664.

To view a complete job description, please [Click Here](#)

To complete an Application, please [Click Here](#)

To complete the Criminal Background Check form, please [Click Here](#)

Shenandoah County is an Equal Opportunity Employer