

# LATERAL/ENTRY

# FF/EMT

## PAY AND BENEFITS

- Base monthly salary: \$5,905 - \$7,177
- Schedule: 48/96, worked by three shifts
- Kelly: 24 hours accrued every 27 days
- Vacation: 6-13 (24 hour) days earned per year
- Sick: 12 hours accrued per month
- Holiday: Employees receive a check once per year for 11 holidays at 12 hours of straight time
- Longevity pay: 1.5% per five years continuous employment
- Retirement: Washington state LEOFF II
- Deferred Compensation: 5% contribution by city employer
- Medical/dental/vision coverage
- Life insurance of \$10,000 provided by the city
- Short-term and long-term disability pay for on-duty and off-duty injuries or illnesses
- WSCFF medical expense reimbursement plan contribution of \$75/month contribution
- LEOFF II disability insurance plan contribution of \$15/month
- Initial uniforms/safety equipment provided
- Clothing allowance of \$500/year with rollover

## MINIMUM REQUIREMENTS

- 18 years of age
- High school diploma or GED
- U.S. citizen, legal resident, or legally eligible for employment in U.S.
- Valid driver's license with history acceptable to city's insurance carrier
- No felony or criminal convictions within the last 10 years
- No outstanding warrants or charges pending in criminal court
- Ability to read, write and speak the English language
- Current Washington State EMT-B certification at time of test
- IFSAC Firefighter 1 certification by time of test

## TESTING PROCESS

- Written test and CPAT through PST or NTN, scored as pass/fail
- Oral board interview, practical skills assessment
- City of Ocean Shores employment application

After successful completion of this initial testing process, eligible candidates will be invited to a chief's interview.

A background investigation, psychological testing and medical exam will take place after a conditional offer of employment.

Veteran's credit may be available. If requesting veteran's credit, please submit a DD214 form with confirmation of attending the oral board and practical assessment.

