

HELDERBERG AMBULANCE SQUAD

The All-Volunteer, Nonprofit Emergency Medical Service That Provides
Basic Life Support in Berne and Knox

522

522—That's the number of times the Squad was called in 2022 by people in Berne or Knox who needed emergency medical care!

182

182—That's the number of friends and neighbors we took to area hospitals in 2022!

24

24—That's the number of hours our members were on call every day

19

19—That's how many of our current volunteers answered all those calls last year.

**HELP US! HELP OTHERS! HELP YOUR-
SELF! JOIN HELDERBERG AMBULANCE!**

YOU CAN BE:

An Emergency Medical Technician (EMT). We will help you enroll in the 170-hour EMT course. We'll pay the tuition. Our Helderberg EMTs will mentor you the whole way. You will emerge with a New York State Department of Health EMT certification, capable and confident of leading Helderberg Basic Life Support Teams in your home town.

A Trained and Certified Driver. You will be trained and tested to become a New York State Certified Emergency Vehicle Operator (CEVO). You'll receive on-the-road instruction in driving Helderberg's NYS DOH registered ambulances while learning basic first-responder medical skills. You will be able to take the sick and injured from where they are to where they need to be.

An Ambulance Attendant. You will receive basic first aid and first-responder training and be taught how to support EMTs and Paramedics during ambulance transports. You will see first-hand how rural emergency medical service offers the first step toward sophisticated hospital trauma center care.

An Administrator. Our Squad cannot function without volunteers with expertise in data creation and management, financial oversight, nonprofit organization governance, and communication. To say nothing of the ability to handle "other projects as assigned."

JOIN US! GO FROM "WANTING TO HELP," TO BEING ABLE TO HELP, TO BEING AN INDISPENSABLE ASSET IN YOUR COMMUNITY!

*For more information call Leo Vane, Recruiting Coordinator at
518-506-6399*