

The Palm Beach County Sheriff's Office established its volunteer program in 1989. It has grown to over 1,600 citizen volunteers, who immeasurably enhance our agency's fundamental mission of strengthening communities, reducing crime, and improving the quality of life in our neighborhoods.

Our volunteers serve in many capacities throughout the agency, including serving as the "extended eyes and ears" of the Citizen Observer Patrol, in specialized units such as the Volunteer Emergency Response Team and working with sworn law enforcement within our district substations, divisions, and units. Volunteers serve in administrative support assignments, within specialty units/Bureaus such as Accounting, Court Services, Crime Lab, Logistics, Procurement, Special Projects and many others.

Join our award winning organization where you can utilize your life skills, learn some new ones and be a part of the PBSO family.



## Palm Beach County Sheriff's Office Volunteer Services Unit

For more information on volunteer opportunities or to make an appointment call **(561) 688-3980**.

YOU MAY ALSO EMAIL US  
AT **[VOLUNTEER@PBSO.ORG](mailto:VOLUNTEER@PBSO.ORG)**

If you cannot read the material, please contact PBSO at 561-688-3080 to request an alternate format.

PBSO #0197 REV. 07/22



# *Volunteer*

with the  
**Palm Beach County Sheriff's Office**



**Call today to volunteer  
(561) 688-3980**

# Volunteer...



ADMINISTRATIVE



BIKE PATROL



TRAFFIC MONITORING

- ★ CITIZEN OBSERVER PATROL (COP)
- ★ VOLUNTEER MARINE UNIT
- ★ VOLUNTEER EMERGENCY RESPONSE TEAM (VERT)
- ★ VOLUNTEERS AGAINST SCAMS TEAM (VAST)
- ★ REGIONAL ROVER PATROL
- ★ ADMINISTRATIVE VOLUNTEERS SERVING IN DISTRICTS, DIVISIONS & UNITS
- ★ AIRPORT UNIT
- ★ BIKE PATROL
- ★ CHILD ID
- ★ CRIME PREVENTION UNIT
- ★ DISPATCHERS
- ★ F.T.O. (FIELD TRAINING OFFICER)
- ★ HONOR GUARD
- ★ IT UNIT
- ★ MEDIA UNIT
- ★ MOUNTED UNIT
- ★ PARKING ENFORCEMENT SPECIALIST (PES)
- ★ SPECIAL PROJECTS
- ★ TRAFFIC MONITORING



CITIZEN OBSERVER PATROL (COP)



MARINE UNIT



MOUNTED UNIT