

Program Overview

Under Governor DeSantis, Florida continues to make groundbreaking investments in public safety. The 2023-2024 Framework for Freedom Budget includes \$110 million to continue the Florida Essential First Responders Recognition Payment Program. The program provides one-time recognition bonuses for eligible first responders.

These bonuses, up to \$1,000 after taxes, reward Florida's first responders — Sworn Law Enforcement, Emergency Medical Technicians (EMT), Firefighters and Paramedics — employed by a local government, for their dedication to public service.



Who is Eligible

FloridaCommerce adopted the eligibility criteria below outlined in Florida's FY 2023-24 budget and will provide these as guidelines to local government employers. Local government employers are responsible for identifying employees that meet these criteria and attesting to their eligibility. Eligibility criteria includes:

- ▶ **Employment Job Classes** – The employee must be an essential first responder who is employed by a local government as a: Sworn Law Enforcement Officer, Emergency medical technician (EMT), Firefighter or Paramedic.
- ▶ **Employment Period** – The first responder must be employed by the local government as of June 15, 2023.
- ▶ **Bonuses are allocated based on the employees' weekly hours:**
 - Full Time Employment (FTE) Count 0.25 (the employee works at least 10 hours per week)
 - \$250 recognition payment, after taxes; \$334.67 check total
 - FTE Count 0.50 (the employee works at least 20 hours per week)
 - \$500 recognition payment, after taxes; \$669.35 check total
 - FTE Count 0.75 (the employee works at least 30 hours per week)
 - \$750 recognition payment, after taxes; \$1,004.31 check total
 - FTE Count 1.00 (the employee works at least 40 hours per week)
 - \$1,000 recognition payment, after taxes; \$1,338.71 check total

\$110 MILLION
AVAILABLE

Please call 855-649-4600 or visit our website at FloridaJobs.org/Recognition-and-Recruitment for additional information, **scan here** →

