Volunteer Role: Make Ready Team Member

Help us stay ready to respond — every time

About Us

Berkshire Lowland Search & Rescue (BLSAR) is a volunteer-run charity that assists the police in locating high-risk missing persons. Our search teams rely on well-prepared vehicles and equipment — and that's where the Make Ready Team comes in.

The Role at a Glance

Role Title: Make Ready Team Member

Where: Wokingham, Berkshire

Time Required: Around 2 hours a week, flexible

Reports To: Support Services Lead

Why This Role Matters

After every deployment or training session, our vehicles and equipment need cleaning, checking, and restocking. This role helps make sure everything is ready to go at a moment's notice — which could mean saving someone's life.

What You Might Be Doing

- Restocking response bags and vehicle kits using checklists
- Making sure all consumables are in date and correctly stored
- Charging radios, batteries and electronic equipment
- Cleaning vehicles and equipment after use
- Logging checks and reporting any damage or missing kit
- Helping to keep storage areas tidy and organised

You'll be given full training — no previous experience is needed, just a good eye for detail and a willingness to help.

Skills You'll Need

- Reliable and methodical
- Comfortable using checklists and following procedures
- Physically able to move and clean equipment (within your ability)
- Willing to work solo or in a small team
- No SAR background required just enthusiasm and care

What You'll Get

- A hands-on role with real impact on emergency readiness
- Flexible commitment around your schedule
- The satisfaction of keeping lifesaving gear ready to go
- A supportive, team-based environment
- Opportunities to learn about our equipment and mission

How to Apply

If you enjoy practical tasks and want to make a difference, this role could be a great fit.

Just send a short message to recruitment@berkshirerescue.org.uk explaining why you're interested.

No CV needed — we're happy to have an informal chat first.