



**Job Opportunity: Full-Time Police Officer**

**Posted: March 13, 2026**

**Location: Spring Lake Park Police Department**

The Spring Lake Park Police Department is now accepting applications for the position of Full-Time Police Officer. Located in a welcoming community of 7,400 residents, Spring Lake Park offers small-town charm with the convenience of being nestled between the cities of Fridley and Blaine.

Our department is proud of its supportive, family-like atmosphere, strong community relationships, and backing from City leadership. We currently have 12 sworn officers, including the Chief of Police, and two support staff. This hiring process will fill one immediate officer position,

**Why Join Spring Lake Park PD?**

**New Facilities & Equipment**

- Brand-new police department facility opened in early 2025
- On-site gun range available for officer use at any time

**Career Development Opportunities**

- School Resource Officer
- Rotating Investigator
- Rotating Traffic Safety Officer
- Field Training Officer
- Mobile Field Force
- Bike Patrol
- Instructor roles (Taser, PepperBall, Use of Force, Firearms)

**Wellness & Support**

- Department-sponsored wellness program
- Access to mental health professionals
- On-site fitness facility

**Qualifications**

Applicants must meet the minimum selection standards set by the Minnesota POST Board and must possess or be eligible for a full-time Minnesota Peace Officer License by the time of appointment.

**Compensation**

2026 Salary Range:

- \$39.47/hour (\$82,092.60 annually) to \$53.01/hour (\$110,270.04 annually)

2027 Salary Range:

- \$41.05/hour (\$85,376.28 annually) to \$55.14/hour (\$114,680.88 annually)

**How to Apply**

Applications can be obtained at the Spring Lake Park Police Department, Monday thru Friday at 1301 81<sup>st</sup> Ave NE, Spring Lake Park, MN 55432, during business hours (8 am to 4:30 pm) or on the City of Spring Lake Park and Police Department Websites:

[Job Openings | Spring Lake Park Minnesota](#)

**Application Deadline:** Open until filled