

# Radio Instructions

Please keep a copy of these Radio Instructions with your emergency supplies.

Fill in the following information:

**Neighborhood Name:** \_\_\_\_\_

**Block # (if BPC):** \_\_\_\_\_

**FRS Channel to talk to NPC:** \_\_\_\_\_ / tone \_\_\_\_\_

**MURS Channel (if NPC):** \_\_\_\_\_ / tone \_\_\_\_\_

In the event of an emergency/activation, follow these steps to set up your equipment and establish communications:

- Make sure you and your family are safe.
- If you have received a message from the City (via AlertSCC, KZSU, etc.), follow those instructions.
- If telephones are functioning, make calls as needed (phone tree).
- Turn on your FRS (and MURS) radios and make sure they are on the correct channel and tone (subchannel).
- Know your call sign.
  - It is the name of your block ("Block 22") if you are a BPC.
  - It is the name of your neighborhood ("Adobe Meadows") if you are an NPC.
- Check in to your net. Establish the net if you are the first station on the channel.
- If you have personnel, assign someone to be a scribe.
- Monitor KZSU 90.1 FM.
- Make a plan to staff your FRS/MURS radios (in shifts).
- Notify your net if you go off the air (check out).

## PHONETIC ALPHABET

<b>A</b> – Alpha	<b>J</b> – Juliet	<b>S</b> – Sierra
<b>B</b> – Bravo	<b>K</b> – Kilo	<b>T</b> – Tango
<b>C</b> – Charlie	<b>L</b> – Lima	<b>U</b> – Uniform
<b>D</b> – Delta	<b>M</b> – Mike	<b>V</b> – Victor
<b>E</b> – Echo	<b>N</b> – November	<b>W</b> – Whiskey
<b>F</b> – Foxtrot	<b>O</b> – Oscar	<b>X</b> – X-Ray
<b>G</b> – Golf	<b>P</b> – Papa	<b>Y</b> – Yankee
<b>H</b> – Hotel	<b>Q</b> – Quebec	<b>Z</b> – Zulu
<b>I</b> – India	<b>R</b> – Romeo	<b>/</b> – Stroke