**Emergency Comms Plan**

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| **Your Family Callsign** |

**Become Familiar With Your Radio BEFORE an emergency.** Play with your radio and learn how to select different channels that are programmed into your radio. You can talk to each other on the MURS channels and GMRS channels without any license. You can listen (this is what receive only means) to NOAA weather radio for local forecasts. You can also listen to Ham NL 1 and 2, although these channels are usually not in use.

You can listen to the x,y,z repeaters. These are high power transmitters set on high towers to increase their range over the entire region. They are usually on backup generator power for 2-4 days.

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| **CHANNEL TYPE** | **LICENSE REQUIRED?** | **RANGE** |
| MURS 1 - 5 | NO | Up to 1 Mile |
| NOAA 1 – 7 (weather radio) | RECEIVE ONLY | N/A |
| GMRS 1 -22 | NO\* | Up to 1 Mile |
| HAM NL1 – 2 | LICENSE REQUIREMENT WAIVED IN EMERGENCIES | 2-3 Miles, no repeaters |
| REPEATER1,2,3, ETC | 8-25 Miles, these are **repeaters** |

\*Programmed to operate at low power levels so you can use them without a license even in non-emergencies.

**Troubleshooting** If you can’t get good reception, go outside. Try to get to high ground if possible. Low charge can also affect range.

**Miscellaneous** Other ways you can make yourself self-sufficient in communications: Starlink internet, Meshtastic local texting, Ham radio licensing (test required), GMRS licensing (no test, just pay), shortwave radio. If you’d like to get even more advanced, we offer training for this for free.

**FLIP OVER FOR EMERGENCY PROTOCOL**

When to use this plan? When cell phones do not work & there is a major disaster

**EMERGENCY PROTOCOL**

When to use this plan? When cell phones do not work & there is a major disaster

**Step 1 Checkin with members.** During an emergency, check in via one of the four repeaters. This is legal during emergencies. Do not use your real name; do not submit to any ham radio operator asking for your name.

Check in times are at every top of every hour (example, 12:00 – 12:05, 1:00 – 1:05). These will be 5 minute windows. Note that it is possible others will not be available during these times, so you should try to check in at various points. Do not ask someone to check in outside of these time periods in order to avoid bad actors planning any kind of electronic warfare against you.

**Check in script shall be : This is checking in under FCC part 97 emergency protocol**

**Step 2 Use Coded Messages to Meet and/or Plan.** A coordinator from one of our callsigns should confirm your checkin and describe what plan is to be followed. Or you may ask a member callsign to execute a plan as well. Do not ask for clarification. Do not ask for the meaning of the code words. Refer to the list below. You may ask for the code to be repeated if reception is poor or you did not hear the code words. In fact, you should repeat the code words to signify you have understood them.

In times of emergency, do not form plans over the radio, except using the codes below. Everyone can hear this, and the types of people who are listening are the types who can hurt you, especially in times of extreme difficulty. Instead, meet in person and assess needs from there.

If you have an immediate medical, food or water, armed rescue or housing need that must be planned over the radio, only use the codes below (...for x y z). It allows for minimal planning.

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| **Code Words** | **Meaning** |
| Plan Alpha (at specific time) | Meet at X Building |
| Plan Beta (at specific time) | Meet at [Insert address] |
| Plan Charlie (at specific time) | Meet at [Insert address] |
| Plan Delta (at specific time) | Meet at [Insert address] |
| Plan Echo (at specific time) | Meet at [Insert address] |
| Plan Foxtrot (at specific time) | Meet at [Insert address] |
| … for SWISS (1,2,3 etc) | Medical Attention Needed for (1,2,3,etc) persons |
| … for PEPPER (1,2,3 etc) | Food and Water Needed for (1,2,3,etc) persons |
| … for OAKS (1,2,3 etc) | Armed Rescue Needed for (1,2,3,etc) persons |
| ...with ACORNS (1,2,3 etc) | (1,2,3 etc) Enemies estimated |
| … for SNOW (1,2,3 etc) | Housing Needed for (1,2,3,etc) persons |