Priorities

Safety First – Self, Family, Others (SFO)

Perform Within the Limits of Your Scope of Training and Ability

Mission

Do the Greatest Good for the Greatest Number in the Shortest Time (GGGNST)

User Notes
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<td>Cover C4</td>
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CERT Deploy Task Order

1. Prepare – Self, Family, Home,
   Protective Clothing, PPE, Backpack,
   Stretch, Warm up, Hydrate

2. Organize CERT Group
   Leader, Member Duties, Scribe


4. Size Up – 9 Step Basics – **EPE**
   **E**valuate – Safety, Risks, Resources
   **P**lan – What to do? Who does it?
   Where is Treatment Area?
   **E**xecute – Follow the plan.
   Reevaluate / Re-plan as you go.

5. Mark Building if Interior Search

6. Follow the second **START**
   **S**earch – Locate the Victims
   **T**riage, **T**reat 3 Killers, **T**ag Victims
   **R**eport Victim Location, Condition
   **R**escue – Move Victims to Safety
   **T**reat Injuries. Head-To-Toe Assess

7. Document all as You Go

8. Assure Victim Monitoring

**Basic CERT Activation**
See CERT SOPs for Full Details

**Chain of Command:**
- Activated CERTs Report to NPC
- NPC FRS Radio Channel ____; Sub-channel _____
- FRS Channel 5-5 only for CERT intra-team communication.
- ESV DOC Ham Radio Frequency 147.540 MHz PL 100

**Activation Protocol:**
- If event is *outside your immediate area* and no hazard to your neighborhood, **DO NOT ACTIVATE** until instructed by NPC, ESV command, a message from AlertSCC or other official means. Monitor KZSU 90.1 FM, KCBS 740 AM.
- If the situation is known to you without outside advice and affects your *immediate area/neighborhood*, **ACTIVATE**.

**Activation and Check in:**
- Check in with NPC via FRS. In person if FRS is unavailable.
- NPC is incident commander and dispatches CERT Groups.
- The NPC assigns the CERT Group tactical call sign.
- A deployed Group is assigned / selects a Group Leader (GL).
- GL is supervisor and handles communications with the NPC.
- The GL reports all Group critical actions to NPC.
- Group members stay together and operate under a single Tactical Call Sign. CERT member call signs are used when communicating within the team on Channel 5-5.
- Large Groups: assign assistant GL or become several Groups.
- If only 2 CERT members available, a BPC can be the Safety.
- CERT GL should have 2 FRS radios; one set to NPC Channel and the other set to Channel 5-5 for intra-team use.
- CERT team members each have at least one FRS radio set to Channel 5-5 for inter-team communication.
- At activation conclusion, CERTs check out with NPC.
- CERTs may also be deployed outside of their neighborhood. Refer to CERT Standard Operating Procedures for details.
CERT Operations:
- A CERT Group typically has 3 members including a GL.
- Groups of two CERTs allowed only for damage assessment or if a BPC is available to act as safety during SAR operations.
- CERTs perform within the limits of their training and ability.
- GL or Safety Officer ensures the team is operating safely.
- See CERT Field Operations Guide (FOG) for guidelines.
- Supplemental guidelines may be provided; must be followed.
- NPC IC manages CERT Groups for neighborhood incidents.
- All CERT's must know Standard Operating Procedures.
- NPC decides assignment completion - status to ESV DOC.
- If NPC requests, ESV DOC may assign additional incidents.
- The CERT Group must check out with NPC and report assignment completion and availability for next assignment.
- If CERT Group is assigned to an incident where there is no Neighborhood Incident Command Post, ESV DOC will assign a CERT Group member to be incident commander (IC) until command can be passed to a NPC assigned by ESV DOC.
- CERT IC reports status and requests resources to ESV DOC.
- CERT IC reports assignment completion and availability for a new assignment.

CERT Group Reassignment:
- CERT Groups may be assigned to additional incidents via ham radio. ESV DOC will provide the following information:
  - New incident address (or staging area)
  - Nature of the assignment
  - Local contact (if applicable)

Shift Complete / Check out:
- At Group operational period completion or Group demobilization by ESV DOC, GL must check out with NPC.
- All Group members must be checked out by name.
- All equipment checked out of CERT Trailers must be returned to the Trailers or to an ESV DOC designated location.
**FRS QUICK RADIO GUIDE**

We suggest that you place a label on the back of your radio with your neighborhood’s call sign (e.g., Midtown 2), Channel and Sub Channel (Tone) (see page 22 - 23 of this guide).

**How to use the FRS Radio**

1. **Turn it ON.**
   Turn knob until you feel a click. Also use knob to adjust the volume.

2. **Push To Talk (PTT),**
   Press and hold the PTT button on the side. Pause 1 second and then talk.

3. **Release to listen.**
   When done talking, pause 1 second and release the PTT button so you can listen.

- **Hold 2 - 5 inches from your mouth.**
  This will allow your voice to be heard clearly.

- **Set Radio Channel and Sub Channel (Tone) if not already set.**
  1. Turn radio on.
  2. Press **MENU** button once. Channel number will blink.
  3. Use + or – to select Channel.
  4. Press **PTT** button to save channel setting.
  5. Press **MENU** button two or more times until the Sub Channel (Tone) number blinks.
  6. Use + or – to select Sub Channel (Tone).
  7. Press **PTT** button to save.
  8. To lock settings, hold the **MENU** button in until the padlock icon is on. Hold **MENU** button again to unlock.
## ESV HAM Frequencies (MHz)

<table>
<thead>
<tr>
<th>DOC</th>
<th>Frequency (MHz)</th>
<th>CERTD1</th>
<th>446.000</th>
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<tbody>
<tr>
<td>DOC1</td>
<td>147.540 (100)</td>
<td>CERTD2</td>
<td>445.250</td>
</tr>
<tr>
<td>DOC2</td>
<td>147.480</td>
<td>CERTD3</td>
<td>445.350</td>
</tr>
<tr>
<td>CERTD1</td>
<td>446.000</td>
<td>D2ALT</td>
<td>446.200</td>
</tr>
<tr>
<td>CERTD2</td>
<td>445.250</td>
<td>D3ALT</td>
<td>446.300</td>
</tr>
<tr>
<td>CERTD3</td>
<td>445.350</td>
<td>D5ALT</td>
<td>446.500</td>
</tr>
<tr>
<td>CERTD4</td>
<td>446.400</td>
<td>D6ALT</td>
<td>446.600</td>
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</table>

## NATO Phonetic Alphabet

<table>
<thead>
<tr>
<th>Letter</th>
<th>Word</th>
<th>Letter</th>
<th>Word</th>
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<tr>
<td>A</td>
<td>Alpha</td>
<td>N</td>
<td>November</td>
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<tr>
<td>B</td>
<td>Bravo</td>
<td>O</td>
<td>Oscar</td>
</tr>
<tr>
<td>C</td>
<td>Charlie</td>
<td>P</td>
<td>Papa</td>
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<tr>
<td>D</td>
<td>Delta</td>
<td>Q</td>
<td>Quebec</td>
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<td>E</td>
<td>Echo</td>
<td>R</td>
<td>Romeo</td>
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<tr>
<td>F</td>
<td>Foxtrot</td>
<td>S</td>
<td>Sierra</td>
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<tr>
<td>G</td>
<td>Golf</td>
<td>T</td>
<td>Tango</td>
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<td>H</td>
<td>Hotel</td>
<td>U</td>
<td>Uniform</td>
</tr>
<tr>
<td>I</td>
<td>India</td>
<td>V</td>
<td>Victor</td>
</tr>
<tr>
<td>J</td>
<td>Juliet</td>
<td>W</td>
<td>Whiskey</td>
</tr>
<tr>
<td>K</td>
<td>Kilo</td>
<td>X</td>
<td>X-ray</td>
</tr>
<tr>
<td>L</td>
<td>Lima</td>
<td>Y</td>
<td>Yankee</td>
</tr>
<tr>
<td>M</td>
<td>Mike</td>
<td>Z</td>
<td>Zulu</td>
</tr>
</tbody>
</table>
FRS Radio Protocol

- Check that the correct channel and tone are set.
- Listen First for a brief period to make sure others are not pausing during a conversation.
- Key the PTT and pause slightly to avoid clipping.
- Release PTT as soon as you finish speaking.
- Emergency Communication: Speak ONLY if necessary.
- Speak Accurately, Briefly, Clearly, Slowly.
- Speak in a normal tone of voice. Do not yell.
- Avoid personal information, sensationalism, slang.
- Use the NATO phonetic alphabet when necessary.
- Keep messages short and to the point.
- Be professional at all times.
- Be aware that channels are open to all listening.
- For communication directly with another person, **YOU**: "<their ID>, this is <your ID>"

**Radio communication Pro-Words** are shorthand used for clear and concise communications.

- **Affirmative** = Yes
- **Negative** = No
- **Correction** = Error has been made in this transmission; make or give the correction.
- **Speak Slower** = Reduce speed of transmission.
- **Say Again** = Repeat
- **Use of the word “BREAK”** for long messages.
- **Speak in groups of about 5 words, pause, say “BREAK”** and listen for the receiving station to tell you to continue.
Net Control is one station controlling and managing all communication flow.

- Always check in with Net Control, and check out when you leave the Net.
- Net Control is the incident commander (NPC).
- You respond to Net Control when called.
- Communication dialog:
  - **YOU**: “Net Control, this is <your ID>”
  - Net Control will decide when you can speak.
  - **NET**: “<your ID>, go ahead”
  - **YOU**: “<your ID>, your message, <your ID>”
  - The person who initiated the call ends it.
  - You must call Net Control to get permission to call anyone else directly.

Urgent Communications: When saying rapidly “BREAK BREAK” (“PRIORITY MESSAGE” or “EMERGENCY” are ok too) it means that you have an urgent message.

- **YOU**: “Break Break”.
- **Response**: “Break Break station, identify and proceed with your urgent message”.
- You must wait for receiving station to acknowledge you before you continue.

Relay is an intermediate station (maybe you) forwarding a message when two stations trying to communicate are out of range of each other.
Light Search and Rescue Group Organization

Your S&R “Group”
- Group must have 3+ members - one Safety and two on Search Team
- If only 2 CERTs, BPC can function as a Safety, or request additional CERT(s)
- Group leader is either pre-assigned by NPC or selected by Group
- If 4 or more CERTs are available, can break into multiple Teams or assign other tasks

CERT Group Leader
- Is in charge - Manages Teams
- Responsible for size-up, makes the plan
- Usually functions as Safety person
- Communicates with Search Team(s) using FRS Radio or face to face
- Obtains necessary resources for group
- Communicates with Incident Commander (NPC)
- Manages or appoints someone to manage victim collection area
- Manages or appoints someone to manage SUVs
- Documents everything
Search Team Leader

- Defines search method if not determined by GL
- Leads - looks for hazards and victims
- Sweeps the room with flashlight constantly, forward, right, left, across, up, down,
- Looks in individual voids
- Controls pace of the search
- Triages victims and treats victims for “killers”
- Tags victim: IDMD - RYGB
- Confers with other team members on decisions

2nd / 3rd Person on Search Team

- Maintain close contact with person ahead
- Sweeps the room with flashlight constantly, forward, right, left, behind, across, up, down,
- Assists in triage / “3 killers” treatment
- Provides supplies to search team leader
- Communicates with Safety Person using FRS radio or face to face
- Documents victims, conditions, actions
- Confers with other team members on decisions

Additional considerations

- An interior door locked or blocked
- A stairway blocked
- A teen or adult, minor injury, can walk
- A child frightened, injured / not injured
- A baby
Light Search and Rescue Notes

Priority
- Safety first - Self, Family, Others – Act Within Training/Ability

Mission
- Do The Greatest Good for the Greatest Number in the Shortest Time.

SUV
- Usually they are the first to be on-site trying to help.
- May be assigned tasks – See rear cover for limitations.

Radios
- FRS - one with Group Leader / Safety, one with search team.

Building Lap
- Document - ABCD for sides (A is front, AB, etc for corners).
- Look / listen for building damage, alternate ways in, people outside and inside, utilities shut-offs.

Voids
- Structural – May not be obvious from size-up.
- Individual – Hiding places especially for children.

Building Marking
- Mark where visible from the street.
- Recall door opening directions for possible blockage.
- Why victims may be left behind – Trapped or Deceased.
- Search terminated - Unsafe to Enter – X with O around it.

Alternate Entry
- Knock loudly and Shout. Someone inside may open a door or window for you.
- Does a neighbor have a key or tools which may help?
- Look for alternate ways in – other doors, windows.
- Document alternate entry – example - B side, BC corner.
- Try to open the front door after an alternate entry, for easy street access.
- Markings always on front of building, visible from street.
Before Entry
- Stop – Feel door for heat – Open slowly - Look, Listen, Smell.
- Call out - come to me if you can hear me and can walk.
- Uninjured victims may not always come out.
  May be aiding family member / child, won’t leave – OK.
- 2 CERTs minimum enter, with a safety at the door.
  If only 2 CERTs, BPC can be the safety.
- Scribes – one search team member and the safety person.
- What if neighbors (SUVs) are already inside or want to go in?

Search
- Search Team stays together, physical contact if dark.
- Top down or Bottom up. Right wall or Left wall.
- A room has 6 sides.
- Search individual voids for victims.
- Look forward, behind, up, down, across the room as you go.
- Report to safety as you find victims or change location

Triage
- Airway – Not breathing – Do chin lift twice.
- Bleeding – Apply pressure.
  Victim or injured (Green) can help.
- Shock – RPM – “30-2-Can Do”
- Use colored ribbon / tape / tag to mark victim.
- Put tape on your leg or ribbon / tag in pocket to keep track.
- Adult / teen - minor injuries, not disoriented,
  exit unassisted - OK.
  Situation dependent – very dark, lots of debris, risk of injury.
- Child / infant - no / minor injuries.
  Escort out or keep with you.

Documentation
- Record victim location and status, hazards, obstacles and
  any other pertinent info.
- Victim location - 6:00 is midpoint of room entry door wall.
Cribbing Notes

Cribbing Team Organization and Duties:

- **Team Leader**
  - ✔ Develops and implements the action plan. Does size up.
  - ✔ Calls commands
  - ✔ Maintains safety (or Safety Officer if available)
  - ✔ Monitors stability of heavy objects and crib beds (or Safety Officer if available)
  - ✔ Can terminate any operation deemed unsafe (or Safety Officer, if available).

- **Lever Person (aka Levers or Bars)**
  - ✔ Sets fulcrum and sets and operates lever to raise, hold, and lower heavy objects

- **Crib Persons (aka Cribbers) (2)**
  - ✔ Constructs crib to support and stabilize heavy objects.

- **Victim Removal Person**
  - ✔ Removes trapped person. May need more than 1 person to do this. Once cribbing is stable, a cribber can help.

Cribbing Procedure:

- Wear Your Personal Protective Equipment (PPE)
- Conduct size-up
- Team leader assigns cribbing positions/tasks
- Determine where, how and with what you are going to crib and use as a lever. Note: when cribbing a cylindrical object like a tree or log, place the box crib at about a 45° angle to the cylindrical object so that it does not slip off the crib. You may also need to use a lever on both sides of the object to keep it from sliding or rolling off the crib.
- Determine how you will remove the victim.
- Build fulcrum for lever(s). Note: Fulcrum can be a box crib.
- Everyone takes their positions making sure cribbing materials are within easy reach of cribbers.
- Commence cribbing, Team Leader Commands and Responses:
<table>
<thead>
<tr>
<th>Leader:</th>
<th>Lever ready?</th>
<th>Leader:</th>
<th>Cribbers ready?</th>
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<tr>
<td>Leader:</td>
<td>Lever ready</td>
<td>Leader:</td>
<td>Cribbers ready to lower?</td>
</tr>
<tr>
<td>Leader:</td>
<td>Cribbers: Ready</td>
<td>Leader:</td>
<td>Lever ready to lower?</td>
</tr>
<tr>
<td>Leader:</td>
<td>Lever, raise</td>
<td>Leader:</td>
<td>Lower</td>
</tr>
<tr>
<td>Lever:</td>
<td>Object raised</td>
<td>Lever:</td>
<td>Ready</td>
</tr>
<tr>
<td>Leader:</td>
<td>Lever, hold</td>
<td>Leader:</td>
<td>Object lowered (Lever lowers object until it is supported solely by crib beds.)</td>
</tr>
<tr>
<td>Lever:</td>
<td>Holding</td>
<td>Lever:</td>
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</tr>
<tr>
<td>Leader:</td>
<td>Set cribs</td>
<td>Leader:</td>
<td></td>
</tr>
<tr>
<td>Cribbers:</td>
<td>Crib set (Indicates load is secure)</td>
<td>Lever:</td>
<td></td>
</tr>
</tbody>
</table>

- Repeat script and corresponding actions until the object is raised high enough so the trapped person can be pulled clear.

- For a box crib (the most common), the second time the object is raised place two more pieces of wood on top of and perpendicular to the first two pieces of wood, forming a square. Each time the object is raised, repeat with each additional layer of wood on top of and perpendicular to the previous level. Note: Never place your fingers or hands under the lifted object. When necessary for safety, use a piece of wood or other object to push crib pieces into position.

- A box crib should be built no higher than 3 times its width.

- Unless you have to evacuate immediately, for safety, disassemble the crib after the victim has been removed by reversing the cribbing process.

**Safety Reminders:**

- Follow all commands from the Cribbing Leader.

- When using pry bars or other materials as a lever, keep head/face away from the lever. Stand to the side of the lever.

- When placing bracing material, do not put hands/arms under object to be cribbed. You can use other objects to position braces if necessary. Do not kneel unless necessary.

- Lift object gradually, no more than 6” at a time at each step.
**DAMAGE ASSESSMENT**

CERTs Assess and Report Incidents when Self Activated in your Neighborhood

- After signing in, walk your block and assess injuries/damages.
- Record incidents on the Damage Assessment (DA) Form using the Damage Assessment Categories listed on the back of the form.
- Determine what incidents need immediate attention, i.e. are “critical”.
- Ask for help from block neighbors (dentists, nurses, etc.).
- Report the critical incidents that you or your block cannot resolve to the NPC.
- If you cannot establish contact due to poor radio reception or due to heavy “radio traffic” keep moving, assessing, and recording.
- Continue trying to contact NPC from other locations. You may use radio relay or a runner to communicate critical incidents to the NPC.
- When reporting an incident, read the data on your DA Form from left to right. Be concise but include important details.
- Your NPC/Incident Command Post will let you know whether to expect CERTs or First Responders to your unresolved critical incidents.
- **MEET and BRIEF** all Responders to your critical incidents.
- Assist responding CERTs/First Responders as needed.
- Repeat Damage Assessment as conditions may change.
- Report non-critical incidents only when NPC calls for non-critical incidents.
- At end, hand in all documentation to the Command Post.
SUBMIT A DAMAGE ASSESSMENT FORM USING THE VEOCI APP

In addition to reporting critical incidents to your NPC, you may submit a **Critical** Damage Assessment, using the Veoci App on your mobile device. To do so, you must be a registered Veoci user with a Log-in, and you need to download the App to your device.

There are several ways to access the Damage Assessment (DA) Form.

1. Go to **Rooms**. Select the ESV Activation Room. Scroll down to find and open the Neighborhood DA form. Go to Step 3.

2. Or from **Forms**, select the ESV Activation Neighborhood DA Form. A list of previously created DA forms will be shown. Hit at the bottom right to create a new entry.

3. Complete the DA form, adding photos, notes or voice messages, if applicable.

4. Hit **CREATE** at the bottom of the form to send.

**NOTE:**
- **ONLY CRITICAL INCIDENTS** are reported via Veoci.
- You **MUST REPORT ALL INCIDENTS TO YOUR NPC**, even if you submitted via Veoci.
Downed Electrical Wires

Downed electrical power lines are dangerous!
Do not approach downed electrical power lines!

- Treat all downed utility wires (power, cable, phone, etc.) the same.
- Assume they are high voltage and are powered.
- Stay away, 30 feet in dry conditions and 60 feet in wet conditions.
- Set up a perimeter and warn others to stay away.
- Emergency procedures:

  1) People near to or trapped by downed power lines should stay where they are until power is turned off by the utilities company. If there is another imminent life threatening danger and they must move, they should walk slowly, using short heel to toe shuffling steps, until at a safe distance from the power lines.

  2) If power lines are down on a vehicle, people inside the vehicle should stay there until power is turned off. Do not approach the vehicle. If there is another imminent life threatening danger (fire, flooding, etc.), instruct people in the vehicle how to safely get out, as follows:

     a) Open the vehicle door as wide as possible.
     b) Carefully stand up on the bottom of the door frame, holding on to the door to maintain balance.
     c) When balanced, remove hands from contact with the vehicle and place hands and arms tightly to your sides.
     d) Making certain not to touch the car again, carefully hop down to the ground landing on both feet simultaneously.
     e) Walk away slowly using short heel to toe shuffling steps, until at a safe distance from the vehicle.
Examine for these Injuries

- Deformities
- Contusions
- Abrasions
- Punctures
- Burns
- Tenderness
- Lacerations
- Swelling
## TRAILER CONTENTS, PALO ALTO LOGISTICS

Highlighted items need to be tracked and returned

<table>
<thead>
<tr>
<th>Medical Supplies</th>
<th>Tools</th>
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<tr>
<td>Backboards, 4 ea</td>
<td>Ax</td>
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<tr>
<td>Bandages, 1 in, 1 box of 100 ea</td>
<td>Bar, Pry, 6ft</td>
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<tr>
<td>Bandages, 3 in x 75 in, 1 box of 12 ea</td>
<td>Broom, Push</td>
</tr>
<tr>
<td>Bandages, 8 in x 7.5, 1 box of 20 ea</td>
<td>Cribbing, 4 in x 4 in x 3 ft, 1 box of 15</td>
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<tr>
<td>Blankets, 8 boxes of 20 ea</td>
<td>Cribbing, Lever, Wooden</td>
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<tr>
<td>Blankets, Disposable, yellow, 4 ea</td>
<td>Crowbar, Large, 2 ea</td>
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<tr>
<td><strong>Chair, Stairs, Evacuation</strong></td>
<td>Crowbar, Small, 2 ea</td>
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<tr>
<td>Eye wash, 16 oz</td>
<td>Cutter, Bolt, 18 in</td>
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<tr>
<td>Gloves, Disposable, 1 box of 50 pairs</td>
<td>Ladder, 6 ft</td>
</tr>
<tr>
<td>Hand Cleaner, Antiseptic, 18 fl oz, 2 ea</td>
<td>Rope, 50 ft x ½</td>
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<tr>
<td><strong>Head Brace, Cushioned, 8 ea</strong></td>
<td>Rope, 100 ft x ½</td>
</tr>
<tr>
<td><strong>Irrigation Fluid, 1000 ml, 12 ea</strong></td>
<td><strong>Rope, Throw Bags, 75 ft x 3/8 in, 2 ea</strong></td>
</tr>
<tr>
<td>Packs (see additional sheets)</td>
<td>Saw, Hand</td>
</tr>
<tr>
<td>Fanny type, Blue, 10 ea</td>
<td>Saw, Hack, w/blades</td>
</tr>
<tr>
<td>Backpack, Orange, 5 ea</td>
<td>Saw, Tree, w/blades</td>
</tr>
<tr>
<td>Trauma, Blue, 3 ea</td>
<td>Sledgehammer</td>
</tr>
<tr>
<td>Splints, Padded</td>
<td>Shovel, Round Nose, 4 ea</td>
</tr>
<tr>
<td>Small 2 ea; Medium 2 ea; Large 2 ea</td>
<td>Shovel, Square Nose, 2 ea</td>
</tr>
<tr>
<td>Splints, Air, 6 ea</td>
<td>Tester, Battery, AAA thru D &amp; 9 V</td>
</tr>
<tr>
<td>Triage Tags, 50 ea</td>
<td>Tester, 120 VAC Receptacle</td>
</tr>
<tr>
<td>Triage Tarps</td>
<td>Truck, Hand</td>
</tr>
<tr>
<td>Red 1 ea; Yellow 1 ea; Green; 1 ea; Black 1 ea</td>
<td>Winch, Come-Along</td>
</tr>
<tr>
<td>Wipes, Disposable (antimicrobial), 2 boxes of</td>
<td>Wrench, Adjustable, 12 in</td>
</tr>
<tr>
<td><strong>Generator System</strong></td>
<td>Wrench, Pipe, Large</td>
</tr>
<tr>
<td>Generator, Honda 2000 (no gas)</td>
<td>Wrench, Pipe, Small</td>
</tr>
<tr>
<td>Can, Gas, 5 Gal (no gas)</td>
<td></td>
</tr>
<tr>
<td>Funnel for Gas</td>
<td></td>
</tr>
<tr>
<td>Oil, 10-30, Qt, 1 ea</td>
<td></td>
</tr>
<tr>
<td>Siphon for Gas</td>
<td></td>
</tr>
<tr>
<td><strong>Fire Extinguishers</strong></td>
<td></td>
</tr>
<tr>
<td>Water type</td>
<td></td>
</tr>
<tr>
<td><strong>ABC type</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Apparel</strong></td>
<td></td>
</tr>
<tr>
<td>Gloves, Work, 5 pair</td>
<td></td>
</tr>
<tr>
<td>Goggles, 5 ea</td>
<td></td>
</tr>
<tr>
<td>Hard Hats, 5 ea</td>
<td></td>
</tr>
<tr>
<td>Vests, CERT, 5 ea</td>
<td></td>
</tr>
<tr>
<td><strong>Lights</strong></td>
<td></td>
</tr>
<tr>
<td>Flashlight, 2 D-cells, 5 ea</td>
<td></td>
</tr>
<tr>
<td>Lamp, Head, 3 AAA-cells, 2 ea</td>
<td></td>
</tr>
<tr>
<td>Lantern, 4 D-cells, 6 ea</td>
<td></td>
</tr>
<tr>
<td>Lantern, Stansport, ____ X-cells, 2 ea</td>
<td></td>
</tr>
<tr>
<td>Light, Tripod, 500 W, 2 ea</td>
<td></td>
</tr>
<tr>
<td>Light, Pelican (will light large area)</td>
<td></td>
</tr>
<tr>
<td>Light, Strobe, Personal, 1 C-cell</td>
<td></td>
</tr>
</tbody>
</table>
### Communications

- Amateur Radio, 2 m & 70 cm, 50 watts max, 12 VDC or 120 VAC (trailer use)
- Computer, Laptop
- MURS Radio, 12 V PS, 8 AA-cells, w/J-pole antenna & 4 ea 5 ft poles (trailer use)
- FRS Radios, 3 AA-cells, 5 ea
- Receiver, Portable, 4-Band, 4 C-cells
- Megaphone, 6 C-cells
- Public Announcement System
- Speakers & Stand, 2 ea

### Miscellaneous

- Bags, Trash, 30 gal, 1 box of 28 ea
- Cones, Traffic, Orange, 12 ea
- Cord, Extension, 50 ft, 4 ea
- Cord, Extension, 100 ft, (for powering trailer)
- Respirator, Particulate, N 95, 2 boxes of 20 ea
- Tape, Caution, 5 rolls
- Tape, Duct, 20 rolls
- Tarps, Blue, 12 ft x 16 ft, 5 ea

### Trailer 3 & 4 only

- Winter Storm Activation Kit, 1 ea
- Flood Signs, __ ea

---

**Quantity is one each (ea) unless otherwise specified**

**Trailers do not have gasoline for the Honda generator**

**Batteries are not listed here although we have some.**

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### ESV Logistics Trailer Locations

- University Park Fire Station 1, 301 Alma Street
- Mayfield Fire Station 2, 2675 Hanover Street
- Rinconada Fire Station 3, 799 Embarcadero Road
- Mitchell Park Fire Station 4, 3600 Middlefield Road
- Arastradero Fire Station 5, 600 Arastradero Road

**Note:** Some NPCs have supplies stored at their home.

Check with your NPC for availability.
## Palo Alto Neighborhoods

**Brevity Codes and FRS Channels**

Note: Neighborhood FRS channels may temporarily change based on the NPC status. Consult the *Neighborhoods FRS Channel* listing online for currently used neighborhood channels.

<table>
<thead>
<tr>
<th>Name</th>
<th>Code</th>
<th>FRS Ch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adobe Meadow</td>
<td>ADM</td>
<td>14/27</td>
</tr>
<tr>
<td>Altaire/Kehillah/Moldaw</td>
<td>ALT</td>
<td>11/20</td>
</tr>
<tr>
<td>Barron Park 1</td>
<td>BP1</td>
<td>8/10</td>
</tr>
<tr>
<td>Barron Park 2</td>
<td>BP2</td>
<td>10/10</td>
</tr>
<tr>
<td>Barron Park 3</td>
<td>BP3</td>
<td>5/10</td>
</tr>
<tr>
<td>Barron Park 4</td>
<td>BP4</td>
<td>2/10</td>
</tr>
<tr>
<td>Channing House</td>
<td>CHH</td>
<td>13/5</td>
</tr>
<tr>
<td>Charleston Gardens, Village, Greenhouse</td>
<td>CGG</td>
<td>12/31</td>
</tr>
<tr>
<td>Charleston Meadows</td>
<td>CMS</td>
<td>14/31</td>
</tr>
<tr>
<td>College Terrace</td>
<td>CTC</td>
<td>8/13</td>
</tr>
<tr>
<td>Community Center</td>
<td>CMC</td>
<td>10/23</td>
</tr>
<tr>
<td>Crescent Park</td>
<td>CRP</td>
<td>12/2</td>
</tr>
<tr>
<td>Downtown North</td>
<td>DTN</td>
<td>10/32</td>
</tr>
<tr>
<td>Duveneck/St Francis (N &amp; S)</td>
<td>DSF</td>
<td>5/14</td>
</tr>
<tr>
<td>Esther Clark Park</td>
<td>ECP</td>
<td>10/27</td>
</tr>
<tr>
<td>Evergreen Park</td>
<td>EVP</td>
<td>10/24</td>
</tr>
<tr>
<td>Fairmeadow</td>
<td>FMW</td>
<td>12/3</td>
</tr>
<tr>
<td>Green Acres I</td>
<td>GA1</td>
<td>12/10</td>
</tr>
<tr>
<td>Green Acres II</td>
<td>GA2</td>
<td>11/10</td>
</tr>
<tr>
<td>Location</td>
<td>Code</td>
<td>Date</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td>Greendell</td>
<td>GND</td>
<td>4/14</td>
</tr>
<tr>
<td>Greenmeadow, Walnut Grove</td>
<td>GWG</td>
<td>7/0</td>
</tr>
<tr>
<td>Leland Manor</td>
<td>LMR</td>
<td>6/34</td>
</tr>
<tr>
<td>Los Trancos Woods, Vista Verde</td>
<td>LTW</td>
<td>7/11</td>
</tr>
<tr>
<td>Lytton Gardens</td>
<td>LYG</td>
<td>12/36</td>
</tr>
<tr>
<td>Mayfield &amp; Palo Alto Central</td>
<td>MAY</td>
<td>8/16</td>
</tr>
<tr>
<td>Meadow Park</td>
<td>MPK</td>
<td>10/26</td>
</tr>
<tr>
<td>Midtown 1</td>
<td>MT1</td>
<td>12/11</td>
</tr>
<tr>
<td>Midtown 2</td>
<td>MT2</td>
<td>14/11</td>
</tr>
<tr>
<td>Midtown 3</td>
<td>MT3</td>
<td>4/8</td>
</tr>
<tr>
<td>Midtown 4</td>
<td>MT4</td>
<td>18/11</td>
</tr>
<tr>
<td>Midtown 5</td>
<td>MT5</td>
<td>3/8</td>
</tr>
<tr>
<td>Miranda (Greater Miranda)</td>
<td>MGM</td>
<td>5/0</td>
</tr>
<tr>
<td>Monroe Park</td>
<td>MRP</td>
<td>10/31</td>
</tr>
<tr>
<td>Old Palo Alto OPANA</td>
<td>OPA</td>
<td>14/36</td>
</tr>
<tr>
<td>Opportunity Center</td>
<td>OPC</td>
<td>11/21</td>
</tr>
<tr>
<td>Palo Alto Hills</td>
<td>PAH</td>
<td>12/13</td>
</tr>
<tr>
<td>Palo Alto Orchards</td>
<td>PAO</td>
<td>14/10</td>
</tr>
<tr>
<td>Palo Verde</td>
<td>PAV</td>
<td>16/17</td>
</tr>
<tr>
<td>Sand Hill Corridor:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stanford West, Oak Creek</td>
<td>SHW</td>
<td>14/14</td>
</tr>
<tr>
<td>Southgate</td>
<td>SGT</td>
<td>8/19</td>
</tr>
<tr>
<td>Stevenson House</td>
<td>SVH</td>
<td>10/35</td>
</tr>
<tr>
<td>Triple El</td>
<td>TEL</td>
<td>9/7</td>
</tr>
<tr>
<td>University South, Professorville</td>
<td>USP</td>
<td>13/5</td>
</tr>
<tr>
<td>Ventura</td>
<td>VNT</td>
<td>10/2</td>
</tr>
</tbody>
</table>
CERT Acronyms

ABS  Airway, Bleeding, Shock
BPC  Block Preparedness Coordinator
DOC  Division Operations Center (Cubberley D4)
EOC (MEOC)  Emergency Operation Center (Mobile EOC)
EPE  Evaluate, Plan, Execute (9 Step Size-Up Groups)
ESV  Emergency Service Volunteer
Fire Triangle  Fuel, Oxygen, Heat
GGGN-ST  Greatest Good for the Greatest Number – Shortest Time
ICS  Incident Command System
ICP  Incident Command Post (NPC Location)
IDMD  Immediate (R), Delayed (Y), Minor (G), Deceased (B)
LIES  Limit, Isolate, Eliminate, Separate
NPC  Neighborhood Preparedness Coordinator (Neighborhood Incident Commander)
OES  Office of Emergency Services
PASS  Pull, Aim, Squeeze, Sweep
PMS  Perfusion (Pulse), Movement, Sensation
PPE  Personal Protective Equipment
RPM  Respiration, Perfusion, Mental Status (30-2-Can Do)
SFO  Self, Family, Others
SOP  Standard Operation Procedure
START  Simple Triage and Rapid Treatment (also - Search, Triage, Rescue, Treat)
SU1  Spontaneous Unaffiliated/Untrained Volunteers
CERT Backpack Contents

- CERT vest and ID
- CERT helmet (optional LED helmet light)
- CERT Field Operating Guide
- PA CERT Field Operating Guide Supplement
- PG&E Handling Gas and Electrical Emergencies
- Safety glasses / goggles
- Flashlight with batteries
- Light sticks (two provided)
- N95 dust masks (several, two provided)
- Work gloves
- Non latex gloves (several pair, two pair provided)
- Hatchet / gas & water shut-off combination tool
- Scissors
- Whistle with neck lanyard
- Duct tape
- Water bottle
- CERT checklists / forms / contact lists (PA CERT website)
- Palo Alto city map
  - FRS and HAM radio with fresh batteries (FRS Required)
  - Personal medications
  - Energy bars
  - Knee pads
  - Notebook or tablet with clipboard (Required)
  - Ballpoint or Sharpie pens (2 Required)
  - Carpenters Crayon or Bold Sharpie marking pen
  - R, Y, G, B ribbon / tape, or Triage tags (Required)
  - Bandaging supplies (pads, gauze, bandages, etc) (Required)
  - Multipurpose knife / tool
  - Crescent wrench (non sparking)
  - Rope, nylon, 20 ft.
  - Laser pointer
  - Extra batteries for all battery powered equipment

Checked items are provided in your backpack. Other items are recommended or required if noted. Wear closed toe shoes, long pants, long sleeve shirt and weather related clothing.
Palo Alto Emergency Contacts

Palo Alto Office of Emergency Services
617-3197 (8am – 5pm)

Palo Alto Fire/Police
911 (emergency-land line)
321-4433 (emergency)
329-2413 (non-emergency)

Gas/water leaks & Sewer Spills
329-2579

Power Out / Electrical Problems
496-6914

Fallen Trees
496-5953 (weekdays 7am – 5pm)
329-2413 (after hours)

Blocked Storm Drains and Mudslides
496-6974 (weekdays 7am – 5pm)
329-2413 (after hours)

Emergency Information Hotline
329-2420

American Red Cross
1-877-727-6771  (Main Toll Free No.)
www.siliconvalley-redcross.org

Radio Information
KZSU 90.1 FM - KCBS 740 AM

DOC (Division Operation Center)
329-2462

Flood Information and Resources

Storm Preparedness
www.cityofpaloalto.org/storms

Real-time Creek Level Information
www.cityofpaloalto.org/
(Select Creek Monitor under Quick Links)

FloodSAFE Hotline
1-888-439-6624

Online Weather Information
www.valleywater.org
www.wrh.noaa.gov/Monterey
www.cbs5.com/weather

Sandbag Locations
Palo Alto Airport (Before the Duck Pond)
Mitchell Park (Behind Library)
Rinconada Park (on Hopkins Avenue)
Chaucer Street Bridge (just before a storm)
CERT/ESVs may, if necessary, request Spontaneous Unaffiliated / Untrained Volunteers (SUVs) to assist them, with limitations. SUVs must never be assigned tasks that exceed the scope of any formal training they may have had or their physical abilities, which could put them at risk of injury or risk injury to a victim or another person. If asked to assist, the following statement must be read to them and acknowledged:

I am an Emergency Services Volunteer. If you are willing to assist me as a Good Samaritan without any expectation of compensation or protection from any danger or injuries you might sustain, then please help me.