



DISASTER COMMUNICATIONS SERVICE (DCS)



When the phones don't work,
DCS-22 does.....

Disaster Response

How DCS-22 Members Respond to an Activation

Unit Activation

- Natural or Man Made Emergency
- Law Enforcement Action by LASD
- Must be ordered by LASD command:
 - Station Captain
 - DCS Coordinator
 - EOB
 - Self Activation, **Not Allowed**
- Specific Orders set by Department Personnel
 - Response by DCS Volunteers

How do you know if and when an activation is occurring ?

- Early Warning.....
 - News Media, Radio, TV, Internet
 - Possibilities'
- Physical Indication
 - Weather, Clouds
 - Ground Movement
 - Fire, Smoke, Flooding
 - Road Conditions

What do I do first ?

– Listen for information

- Broadcast Radio/TV

- KNX , 1070 KHz, AM, Torrance

- DCS amateur radio repeaters

- K6DCS, DCS-22, 147.225 MHz (+) PL = 94.8 Hz., Castro Pk.

- N6FDR, DCS-22, 145.620 MHz (-) PL = 100.0 Hz., Malibu

- K6CTS, DCS, 145.300 MHz (-) PL = 100.0 Hz., Mt Disappointment

- K6CTS, DCS, 145.300 MHz (-) PL = 156.7 Hz., East L.A (EOB)

– Simplex on repeater outputs (if repeaters inoperative)

What do I do first ?

- Listen for information
- Look for damage and dangers
 - Cloud Formations
 - Electrical, Gas, Water outages
 - Fire, structural damage, flooding
 - Power failure, lines down
 - Traffic patterns, crowd formation

What do I do first ?

- Listen for information
- Look for damage and dangers
- Safety for yourself and family
 - Attend to your family's needs first.

DON'T..

- Don't leave yet....
 - Secure the area where you are
 - Don't remain in a dangerous area
 - Don't call for help unless necessary
- Don't tie up communications
 - Don't use the telephone
 - Don't transmit unless necessary
 - Don't waste your resources (food, water, power)
- When you move.....
 - Don't add to traffic
 - Don't go to the station (unless requested)

When you are available....

- Am I a prime responder ?
 - Local City, CERT, Red Cross, etc.
 - DCS
 - Can I travel ?
 - Where can I be most useful ?
- How do I know that DCS-22 needs help?
 - Listen to the K6DCS Repeater
- How do I let DCS-22 know when I am available?
 - Check-In quickly with your availability

Breaking Into a Net

- Listen, wait until net control calls for check-ins
- Wait for a lull in the conversation
- Know what you want to say
- Say: “K 123 Check In” nothing more !
 - It’s not an emergency
 - Don’t interrupt, be patient, speak clearly and not too fast
 - Don’t take up any unnecessary air time. It may save a life
 - Continue to monitor the net until released by net control
 - Never leave a net without checking out !

Break Into a Net

- Listen, wait until net control calls for check-ins
- Wait for a lull in the conversation
- Know what you want to say
- Say: “K 123 Check In” nothing more !
- Only when you are acknowledged say :
 - “This is K6AIX, King Six Adam Ida X-ray, King 001 available only until 0800 tomorrow morning, bye”
- **Net Control Operators are all business**
 - Be understanding

The Team



DCS Uniform Options



DCS Dark Green Polo Shirt

LASD Class "B"
(Tan with three DCS patches, no epaulets)

What do I wear ?

- Your DCS Uniform
 - Shirt/s
 - Dark green polo w/ DCS insignia
 - Tan collared LASD shirt, short or long sleeve w/ (3) patches
 - White “T” shirt under either of the above.
 - Pants/Belt
 - Sheriff Dark Green slacks or “cargo” pants with Black Belt
 - Shoes/Socks
 - Black Shoes (shined) w/ black socks
 - Optional
 - DCS windbreaker Jacket, DCS baseball or brimmed hat
- **Alternate Uniform:**
 - **Street dress attire i.e.**
 - Black slacks, collared dress shirt, black shoes, black socks

Don't come without....

- Specified Uniform
- The Basic DCS-22 Go-Kit

The DCS-22 Basic GO-Kit

- Rx prescription, medicines,
- 2m HT radio and charged extra battery
- Flashlight, spare bulb and spare batteries.
- Water (16 oz bottles), snacks for 24 hours
- Small Pad of paper, pen/mechanical pencil
- Sunscreen lotion, sun glasses
- Coat /hat (appropriate for weather)



The Basic GO KIT

1. HT + Spare Battery + Charger + AC cord
2. Rx + Medicine + Band-Aids
3. Flashlight + Bulb + Batteries
4. Water (16 oz bottles) + Snacks
5. Small pad of paper + Pen + Pencil
6. Sunscreen + Sun Glasses



- A. Keep it small, simple, & ready
- B. Mark things with your call sign
- C. Refresh kit on a regular basis

The DCS-22 Basic GO-Kit

- Rx prescription, medicines,
- 2m HT radio and charged extra battery
- Flashlight, spare bulb and spare batteries.
- Water (16 oz bottles), snacks for 24 hours
- Small Pad of paper, pen/mechanical pencil
- Sun tan lotion, sun glasses
- Coat /hat (appropriate for weather)
- Optional: gloves, spare Rx eye glasses, minor 1st Aid supplies - - - - -etc.

Here I am.....

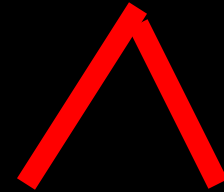
- Check-In (Immediately)
 - Don 't wander about. Find the DCS-22 Ops Officer.
 - Don't chat with LASD officers on duty
 - Nothing to do right now, but
 - Go Somewhere and
 - I would rather do something else
- Wait in a designated area, out of others way,
 - Situations change, be flexible and pleasant...
 - Let your desires be known but be cooperate.

What does DCS-22 ^{NOT} do ?

- Play Sheriff
 - Law enforcement is for deputies only
 - We operate only at the direction of LASD
 - Even if asked by LASD don't assist in an arrest

What does DCS-22 do ?

NOT



- Play Sheriff
- Enter dangerous areas/situations
 - LASD will not put DCS into a dangerous area
 - Be careful of traffic conditions
 - Be alert to safety issues

What does DCS-22 **NOT** do ?

- Play Sheriff
- Enter dangerous areas/situations
- 1st Aid
 - Sheriff personnel (including DCS)
are not authorized to do first aid
 - Let the patient apply his own Band-Aid
 - Call for fire or paramedic assistance

What does DCS-22 do ?

- Play Sheriff
- Enter dangerous areas/situations
- Do 1st Aid
- Misuse the DCS badge or uniform
 - Don't wear DCS uniform off duty
 - Don't use DCS badge off duty
 - Don't try go get out of a traffic ticket....etc.

What does DCS-22 do ?

NOT

- Play Sheriff
- Enter dangerous areas/situations
- Do 1st Aid
- Misuse the DCS badge or uniform
- Make any commitment for the LASD

What does DCS-22 do ?

- General Tasks

- Provide Telephone Communication Assistance

- Set up and answer auxiliary telephone switchboard
- Forward calls only. Give only information as directed
- Set up and operate automatic answering system as directed by LASD command.

- Special radio links

- LASD field assignments (non law enforcement)

- Wait for assignment



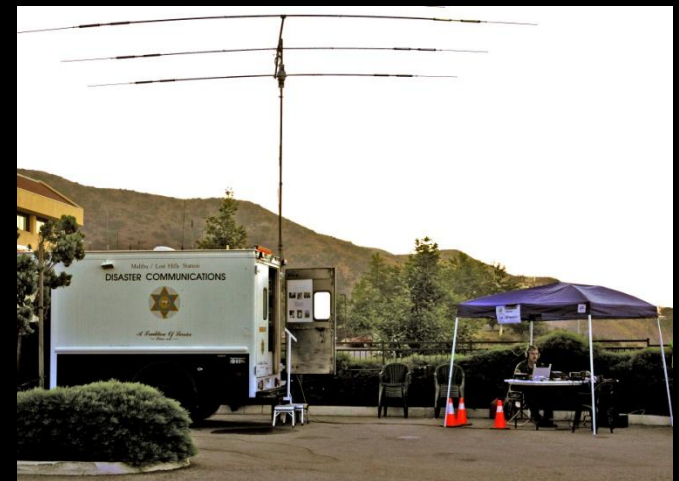
What does DCS-22 do ?

- General Tasks
- Wild Fires:
 - Provide Telephone Communication Assistance
 - Supplement radio links and traffic handling
 - Man road blocks and traffic direction
 - Shadow Fire Department personnel
 - Assist LASD during evacuations
 - Auxiliary power and lighting
 - Observation reporting
 - **Wait** for assignment.



What does DCS-22 do ?

- General Tasks
- Wild Fires
- Earthquake
 - Provide Telephone Communication Assistance
 - Supplement radio links and traffic handling
 - Shadow Incident Commander if requested
 - Assist LASD during evacuations
 - Auxiliary power and lighting
 - Observation reporting
 - **Wait** for assignment.



What does DCS-22 do ?

- General Tasks
- Wild Fires
- Earthquake
 - **Wait** for assignment.

REVIEW

- 1. How do I find out about an activation ?
- 2. How do I contact DCS ?
- 3. When and Where do I go ?
- 4. What do I wear ?
- 5. What else do I bring ?
- 6. What is my max speed limit to get there ?
- 7. Where do I go inside the station ?
- 8. When can I go home ?
- 9. How long must I continue to monitor the repeater ?
- 10. What are the DCS repeater frequencies ?
- 11. Do I need my radio ?
- 12. How do I get hours credit for my service ?

