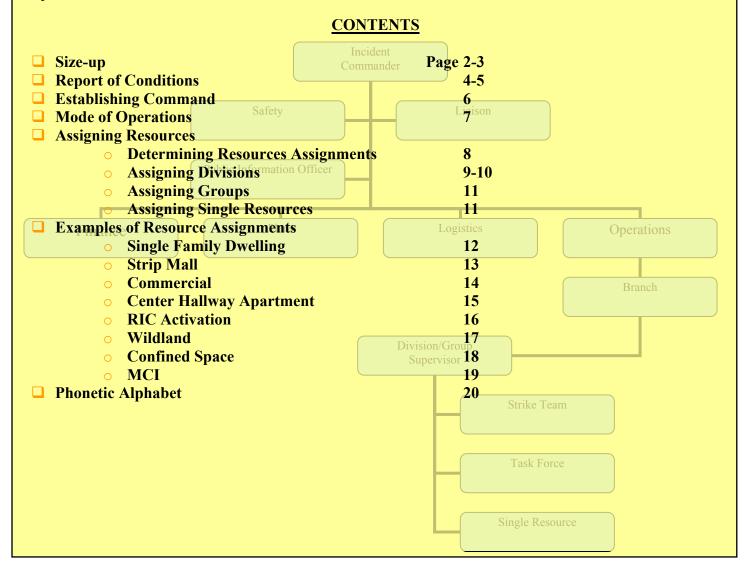
INCIDENT COMMAND SYSTEM INTRODUCTION

After an extensive wildland season in 1970, a group of seven Federal, State and Local fire agencies entered into a partnership that has become the model for the Nation. This group established the organization known as FIRESCOPE (Firefighting Resources of Southern California Organized for Potential Emergencies) in 1971.

In 2005, NIIMS (National Interagency Incident Management System) was adopted by the Department of Homeland Security and serves as the National model for commanding emergency incidents.

The Alameda County Fire Department has adopted ICS 420-1 in accordance with FIRESCOPE and NIIMS. This document has been developed, in accordance with and to augment the ICS 420-1, to further establish the common approach to ICS.

The Incident Command System provides for great flexibility and should be used as a tool to assist in the management of emergency incidents. Therefore, this SOG is a guideline of how the Alameda County Fire Department utilizes ICS.



INCIDENT COMMAND SYSTEM SIZE-UP

Size-Up

Size-Up is the systematic process of information gathering and situation evaluation that begins when an alarm is received. Size-Up continues during response and includes the initial observations made upon arrival at the incident. Size-Up information is essential for determining the appropriate strategy and tactics for each situation.

Lloyd Layman in his text <u>Firefighting Tactics</u>, defined size-up as" the mental evaluation made by the operational officer in charge of a fire or other emergency which enables them to determine a course of action to accomplish the mission". Layman outlines 5 components of size-up that are still relevant today. These components consist of the following:

Facts
Probabilities
Own Situation
Decision
Plan of Operatio

Size-Up

The Mental Process of Evaluating the Situation.

Facts:

- ☐ Time of emergency
 - o Month, Day, Hour
- ☐ Location of emergency
 - o Position of Incident in relationship to exposures, streets, open spaces, etc.
 - General physical surroundings
- ☐ Nature of emergency
 - o Fire
 - Explosion
 - o Smoke
 - o Rescue
- ☐ Life hazard
 - o Occupants
- Exposures
 - o Life
 - o Buildings
 - Environment
- ☐ Building or Buildings involved
 - Occupancy
 - Contents
 - Construction
 - Height/Size/Square Feet
 - Openings into other buildings
 - o Doors, Windows
 - o Fire Escapes. Exterior Stairways
 - o Interior Stairways
 - Vertical Shafts
 - o HVAC Systems
 - Sprinklers/Standpipe



Consider how your tactics would change based on the time of day you are dispatched to a school fire.

INCIDENT COMMAND SYSTEM SIZE-UP

FACTS-Continued

- ☐ Fire
 - o Smoke
 - Volume
 - Density
 - Velocity
 - Color
 - o Building/Contents or Both
 - Exterior Involvement
 - Nature of Fuel
 - Extent of Involvement
 - Interior Involvement
 - Floor or Floors Involved
 - Area of Major Involvement
- ☐ Weather
 - Wind
 - o Temperature
 - o RH

PROBABILITIES:

- ☐ Life Hazard
 - Occupants of Involved Building
 - Occupants of Exposed Building
 - Spectators
 - Emergency Personnel
- ☐ Extension of Fire
 - Within building
 - To Exposures
- Explosions

Terrorism:

- o Smoke
- Consider secondary devices
- o Dust
- o Contents
- Collapse
 - o Roof
 - Floor(s)
 - o Wall(s)
- ☐ Weather Changes
 - Wind Direction
 - Temperature
 - o RH
- ☐ Preventable Damage
 - Water
 - o Smoke
 - o Heat



OWN SITUATION: What can be accomplished with resources at scene.

- ☐ Personnel and Equipment
- ☐ Resources Available
- ☐ Water Supply
- ☐ Private Fire Protection
 - o Sprinkler Systems
 - Standpipe Systems
- Actions Taken

<u>DECISION</u>-Evolutionary process. Should be a clear and concise mental outline of the actions to be taken and the objectives to be achieved.

- ☐ Initial Decision
- ☐ Supplemental Decisions

PLAN OF OPERATIONS-A mental

process demonstrating the use of personnel, apparatus, equipment, and extinguishing agents that enforces the decisions made and meeting the objectives.

- ☐ Orders and Instructions
 - o Task Given and Understood
- ☐ Supervision of Operations
 - Span of Control

Does The Task Support The Objectives?



INCIDENT COMMAND SYSTEM REPORT OF CONDITIONS

Report of Conditions is a quick synopsis of what is encountered upon arrival of the first arriving unit. The report should be brief, concise and to the point.

Consideration of information to be included:

Structural

- ☐ Location
 - Correct Address
 - Intersection
- ☐ Type of Construction
 - Type I Fire Resistive
 - Type II Non-Combustible
 - o Type III Ordinary
 - o Type IV Heavy Timber
 - Type V Wood Frame
- Occupancy
 - Residential
 - Single Family Dwelling
 - Apartment
 - Garden Style
 - Center Hallway
 - o Commercial/Retail
 - Strip Mall
 - Big Box
 - Industrial
 - o School, Etc
- □ Structure
 - Size (Estimate of Square Feet)
 - o Height
 - Stories
- ☐ Involvement of Smoke/Fire
 - No Smoke/Fire Showing
 - Light Smoke
 - o Heavy Smoke
 - Fire Conditions
 - Percentage Involved
 - o Contents or Building or Both

Estimating Square Footage

Width X Length=Sq. Ft. Multiplied by number of stories Example: 50'X75'=3,750 S.F.

3,750 X 3 stories=11,250 S.F.

This is important for determining the needed Fire Flow (GPM)



Paint a picture for incoming crews.

Battalion 1 at scene of a 3-story, Type-5, Balloon Frame, multi-family unit. Heavy fire showing from the roof and top floor delta side. Occupants trapped. Battalion 1 establishing Western IC, the ICP is located in front of the address.

Assign Resources

- ☐ Location of Smoke/Fire
 - Geographic Description
 - Alpha-Bravo-Charlie-Delta
 - Attic-Floor # of Multi-Story
- ☐ Special Hazards
 - Occupants trapped
 - Propane Tanks
 - Explosions
 - o Defensive/Offensive
- ☐ Water Supply
 - o Secure Own
 - o Assign

Estimating the Stretch

Size of building is also important for estimating the length of the hose stretch.

-Rule of thumb-

Length + Width + 10' per story + length to door Example: 50'+75'=125'+30 (for 3 floors) +40' to door = 195' minimum stretch

INCIDENT COMMAND SYSTEM REPORT OF CONDITIONS

Wildland-(Refer to Pocket guide PMS #461)

- ☐ Fuel Type (refer to Fireline Handbook)
 - o Grass (Fuel models 1-3)
 - o Brush (Fuel models 4-7)
 - o Timber (Fuel models 8-10)
 - o Slash (Fuel models 11-13)
- ☐ Rate of Spread
 - o Slow
 - Moderate
 - o Fast
- ☐ Size of Fire
 - o Square Feet, or
 - o Approximate Acreage
- ☐ Exposure/hazards
 - Structures Threatened
- ☐ Wind Speed and Directions
- □ Slope % (12/12=100%)
- ☐ Aspect (As the sun hits it)
- ☐ Access
- ☐ Special Hazards
- ☐ Additional Resources



Consider

- □ FUEL
- □ WEATHER
- □ TOPOGRAPHY

MCI

- □ Notification
 - o MCI Advisory –Early stages to notify the EMS system that a situation may exists that has the potential to overwhelm existing resources or require additional resources.
 - MCI Alert -When the number of injured persons exceeds the available resources. Example; 6
 or more immediate Adults or 3 Immediate Pediatrics. (See County EMS Field Manual)
- ☐ Type of Incident
 - Vehicle Accident
 - Building Collapse
 - o Terrorism
- ☐ Estimated Number of Patients
- ☐ Location of Incident
- ☐ Additional Resources Needed
 - Fire Equipment
 - Ambulances
 - Air Transport
 - Hazmat
 - o P.D.

Hazmat

- ☐ Material
- ☐ Access Routes
- Wind Direction
- ☐ Possible Victims
- ☐ Additional Resources



☐ Topography

INCIDENT COMMAND SYSTEM ESTABLISHING COMMAND

TERMINOLOGY

Immediately after conducting a Report On Conditions, the first arriving officer will establish command. First we must define a couple of terms that are often misused.

Command- The act of directing, ordering and/or controlling resources. This should not be confused with the Incident Commander.

Incident Commander- The individual with overall responsibility for the incident. The Incident Commander is also referred to as the "IC". Such as Locust IC.

Incident Command Post- A geographic location where the IC can be located. On a larger incident, the Command Post, or Incident Command Post will facilitate the Command and General Staff.

ESTABLISHING COMMAND CONSISTS OF 3 COMPONENTS

- ☐ **Take Command-**The first-in Officer arriving at scene will assume the role as IC. Example, Engine 12 at scene assuming/establishing command.
- **□** Name the Incident
 - O Typically this is done by geographic names. For example, the incident is located at 123 Locust Street; a typical name would be Locust IC.
 - Wildland CalFire will often name the incident at time of dispatch
- ☐ Identify the location of the Command Post. Geographically as it relates to an incident. For example, "...the command post will be located on Locust Street on the Alpha side of the building.

Engine 12 at scene establishing Locust IC, command post is located on the Alpha side of the building at 123 Locust Street.

Important Note: It is important to identify the ALPHA side of the building. Where would you place the Alpha Side in the picture below?



INCIDENT COMMAND SYSTEM MODE OF OPERATION

MODE OF OPERATION

The first-in Officer sets the tone for the incident and should establish a mode of operation that let's the responding resources know what to expect. Typically, the mode of operation will fall into one of the following categories:

- ☐ Command-After establishing command the first-arriving officer has to make the decision to remain in command or transfer command.
 - Transferring Command-The first-arriving officer should transfer command to the next arriving company officer only when direct immediate involvement of the first arriving officer is necessary and command cannot be maintained. When command is transferred it must be accepted verbally by the next arriving officer.
 - Transition of Command-The responsibility of command may be transitioned to a more senior officer upon their arrival. Command responsibility will remain with the original IC until the receiving officer has been briefed and has verbally accepted command. When command is transferred, the new IC shall announce on the appropriate channel(s) that command has changed.
- ☐ Investigative-The situation needs further investigation to determine what is happening. Additional resources stage upon arrival. Officer capable of remaining as IC.
- ☐ Offensive/Fire Attack-A situation where the Officer recognizes the need for immediate action to mitigate the problem. The Officer should give additional information such as what size line is being used and water supply needs. Officer should pass IC to next arriving unit.
- **Rescue-**A known rescue situation exist that requires immediate action by crews to rescue victims or potential victims. The rescue mode should establish a sense of urgency for incoming crews. (Example: victims hanging out window) Officer should transfer Command to the next arriving unit or Battalion Chief upon their arrival.
- □ **Defensive**-The situation is beyond the point of risking possible injury to personnel by making an interior attack. Officer should take a defensive attack and pass IC to Battalion Chief upon their arrival.

NOTE: Combination Attack-The situation may require an initial defensive action, prior to making an interior fire attack. Officer should pass IC to Battalion Chief upon their arrival.

INCIDENT PRIORITY

Rescue is the tactical priority until there is evidence that there is no longer a rescue problem.

An "ALL-CLEAR" needs to be communicated to the I.C. as soon as possible.

Once an all-clear is given, the tactical priorities should be re-evaluated.



INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES

Terminology Refer to ICS-420 FOG

When assigning resources it is important to understand basic terms and the methods of which they are used.

Single Resource – An individual, a piece of equipment and its personnel complement, or a crew or team of individuals with an identified work supervisor that can be used at an incident. Reports to Division/OPS/IC level of supervision. Example "Fire Attack" can be assigned to carry out a specific task by a single engine company. Single resources can also be assigned a task and keep their radio identifier.

Division – Used to describe a geographic location or to define the organizational level having responsibility for operations within a defined geographic area or with functional responsibility. The Division level of supervision is organizationally between the single resource and the Branch/OPS/IC level.

Group – Used to divide the incident into functional areas of operation. Groups are composed of resources assembled to perform a special function not necessarily within a single geographic division. Groups are located between the single resource and the Branch/OPS/IC level. Example-"Search Group" can function within any division to perform their respective tasks. Groups have the same level of authority as Division.

Span of Control- Number of resources a supervisor can effectively manage. One to seven subordinates based on difficulty of assignment, five is considered optimum.

Determining Resource Assignments

When considering resource needs one needs to reflect on the Size-Up considerations of Facts' and Probabilities. Resources are assigned based on incident needs.

Incident Priorities ☐ Life ☐ Property	Status Matrix	CURRENT STATUS	PROJECTED STATUS
☐ Environment	SITUATION	What is the current situation status	What is the projected situation status
Strategy ☐ Offensive	RESOURCES	What are the current resources	What are the projected resource needs
 Defensive Combination-May start defensive and go in defensive mode based on changing conditions 		ode, or may start of	fensive and move to a

Tactical Priorities

There are several acronyms in the fire service today that assist in helping us establish priorities at an incident. at he

calle	the division of firefighting tactics. scue posures infinement tinguishment Salvage These two move within the tactical priorities as needed.
	STRATEGY TACTICAL PRIORITY TASKS = RESOURCE ASSIGNMENTS

INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES

Resources assigned should understand the following information anytime an assignment is made.

☐ Incident Strategy ☐ Task Level Assignment ☐ Radio Identifier ☐ Who To Report To ☐ What, if any, Resources Report To Them ☐ Coographic Area Of Responsibility	The priority of assignments is dictated upon many factors, including but not limited to: Construction Type Occupancy Type Time of Day Resources
Geographic Area Of Responsibility	☐ Fire Location and Percentage of Involvement

ASSIGNING RESOURCES Refer to OAG 32.011 for objectives at a structure fire.

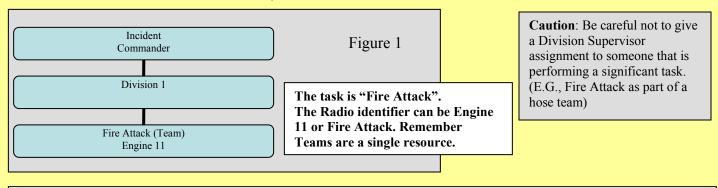
Remember that Tasks support the Tactical Priority, which supports the Strategy, which is based on the Incident Priority.

Radio Identifiers

It is important to ensure each company understands their Radio Identifier for the incident. It is equally important that the IC tracks that resource. Radio Identifiers can vary from Engine/Truck Company ID (I.E., Engine 1 or Truck 12) to task assignment (I.E., Fire Attack Team, Search Group, Ventilation Group, etc.)

Assigning Divisions- Division(s) Report to IC if OPS is not activated. (Reports to Branch when activated) You can assign tasks to resources within a geographic area that reports directly to IC/OPS. For example, a fire attack team can be assigned to work in Division 1 and you can give them the identifier of "Fire Attack" or use their Engine company identifier, such as Engine 11 (See Figure 1). Division Supervisor Assignments are assigned when the span of control dictates it. When a Division Supervisor is assigned, they are responsible for the resources within that Division, with the exception of Groups.

Naming Divisions are done either numerically or alphabetically. Numerics are normally used for floors starting with the ground level as Division 1. The alpha method is normally used when working with the exterior of a building or wildland fires, with Divisions assigned in a clockwise manner. Buildings start with Division A in the front of the structure or in front of the ICP, whereas Wildland Divisions start on the left.



NOTE: Unless you are working a complex wildland incident that has more that 26 divisions, it is not necessary to use all of the alpha letters. On wildland fires consider skipping some letters to leave room for expansion and try not to use letters that sound the same. For example, Division B, C, D, E and Z all sound similar over the radio. Personnel are encouraged to use the phonetics.

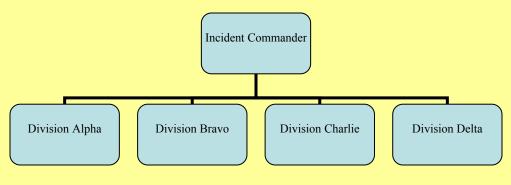
On a wildland incident you would normally start with two flanks, one on the left and one on the right. Consider assigning Division Alpha on the left and Division X-ray on the right. This gives you plenty of room to add other Divisions as needed and it will lessen the confusion on the radio.



INCIDENT COMMAND SYSTEM ASSIGNING DIVISIONS (STRUCTURE)



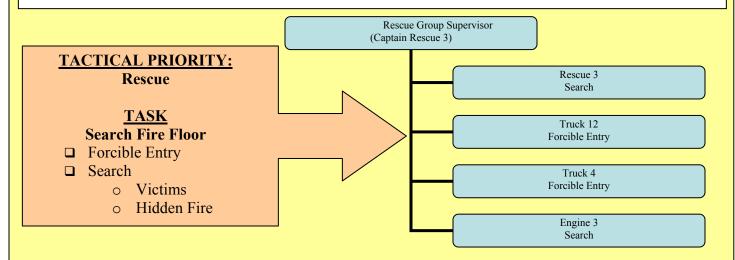
Division boundaries are assigned in a clockwise manner beginning with the ICP. Divisions are assigned when the span of control dictates. Normal span of control is 5; however it can vary based on the significance of the assignments.



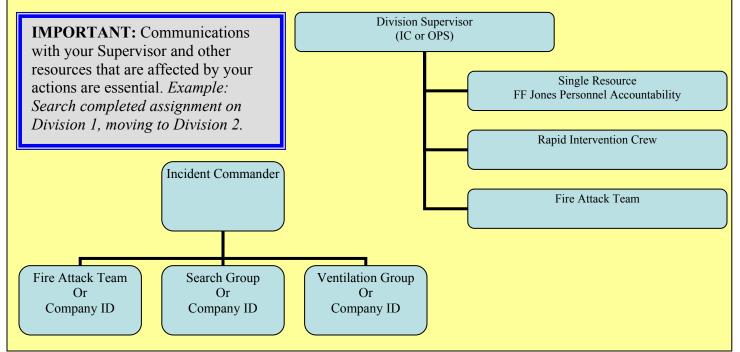
INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES

ASSIGNING GROUPS-Groups Report IC if OPS is not activated. (Reports to Branch when activated)
Assign Groups for functional assignments, such as Ventilation Group, Extrication Group, or Rescue Group, etc. Groups have complete autonomy to move within any geographic area to accomplish their assignment, unless directed otherwise. The Group Supervisor <u>must</u> communicate with their supervisor and other resources regarding the geographic location they are working in.

Example: a Rescue Group Supervisor assigned to search the fire floor of a 3 story center hallway apartment, with fire on the 2nd floor should coordinate with Division 2 and Operations. A Group can have several resources assigned. In the example below the Rescue Group Supervisor, Rescue 3 could easily have 2 Truck Companies and 1 Engine Company assigned to assist in accomplishing the task.

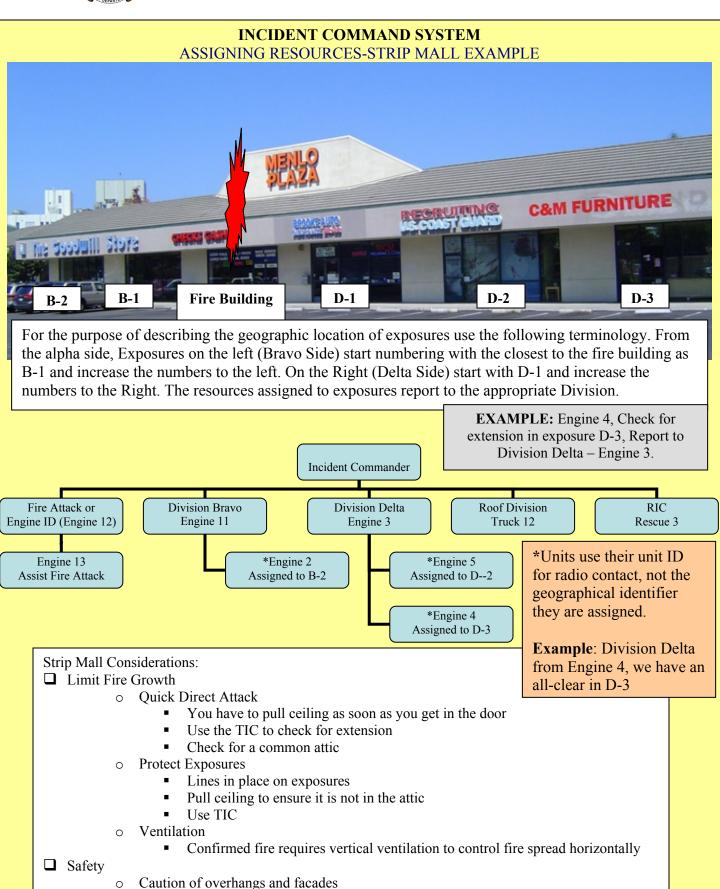


<u>ASSIGNING SINGLE RESOURCES</u>- Single Resources Can Report to Division, OPS or IC as indicated. Single resources allow for flexibility in the incident command system. It allows for utilization of individuals, teams of individuals, or crews.

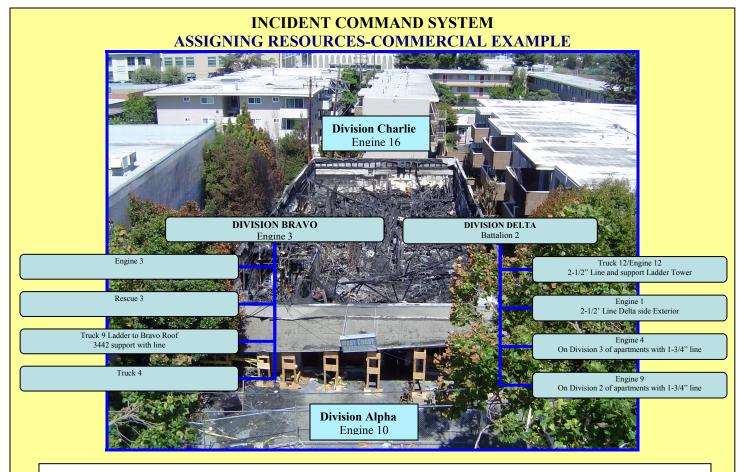


INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES-SINGLE FAMILY DWELLING EXAMPLE

Offensive Strategy-Example of a Single Family Dwelling (Type IV construction) **Tactical Objectives** <u>Task</u> **□** Rescue Force Entry Search for victims and hidden fire **□** Exposures Lines in place protecting adjacent house(s) □ Confinement Advance lines keeping fire from advancing **■** Extinguishment Proper GPM to seat of fire ■ Ventilation Horizontal Vertical □ Salvage Cover valuables □ Overhaul Pull Ceiling Expose all areas of possible extension Incident Commander Fire Attack Search Vent RIC Engine 3 Engine 12 Rescue 3 Truck 12 Engine 13 Water Supply/ Assist Engine 12



Many overhangs have a common void without fire blocking



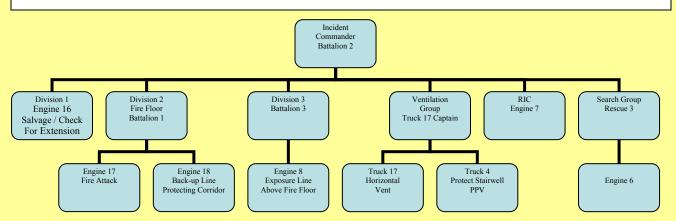
Keep the ICS structure simple. In this example, a retail/commercial, Type 3 building approximately 14,000 square ft. with fire through the roof (Bowed Truss) upon arrival. A defensive strategy was appropriately called.

<u>Use Divisions to manage resources for both exposures and fire building. Span of control permitting.</u> Example: Division Delta (Battalion 2) would supervise resources inside the exposed apartment and the exterior of Division Delta. Resources would use their company identifier for radio transmissions to Divisions.

Defensive Strategy -Example of a large commercial/retail business fully involved.				
	actical Objectives Task			
	Rescue	No Occupants (fire started at 2300 Hour)		
		 Evacuate Apartments 		
	Exposures	Significant Problem – 1 st priority		
		 Lines in place protecting apartments (Delta Side) 		
 Applied from Ground on Alpha/Delta Corner 				
		 Lines inside Apartments (Watching for extension) 		
		 Lines in place protecting business complex (Bravo Side) 		
	Confinement	Defensive Attack		
		 Large lines in place 		
		 Aerial with deck pipe 		
	Extinguishment	Big Fire=Big Water		
		• GPM (10/20/30 GPM per 100 S.F. based on fire load)		
	Ventilation	Self Vented Prior to Arrival		
	Salvage	Not applicable		
	Overhaul	Keep to a minimum due to fire investigation		

INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES-CENTER HALLWAY APARTMENT

Offensive Strategy-Example of a Center Hallway Apartment (Single Apartment Involved-2nd Floor) **Tactical Objectives** Task ■ Rescue Force Entry o Multiple Teams Search for victims and hidden fire Multiple Teams Exposures Lines in place protecting adjacent apartments Floor Above Fire Floor Below Fire Confinement Advance lines keeping fire from advancing Protect Adjacent Apartments Protect Hallway Extinguishment Proper GPM to seat of fire Ventilation Horizontal (Consider Vertical if top floor fire) PPV (Protecting Stairwells) Salvage Protect Units below from Water □ Overhaul **Pull Ceiling**



Expose all areas of possible extension

Center Hallway Considerations:

Active Fire Almost Always Warrants 2nd Alarm

Priority to protect Exits-Corridors/Stairwells

Potential for Significant Search Issues

Consider Shelter In Place

1st Line is Critical

House Standpipe

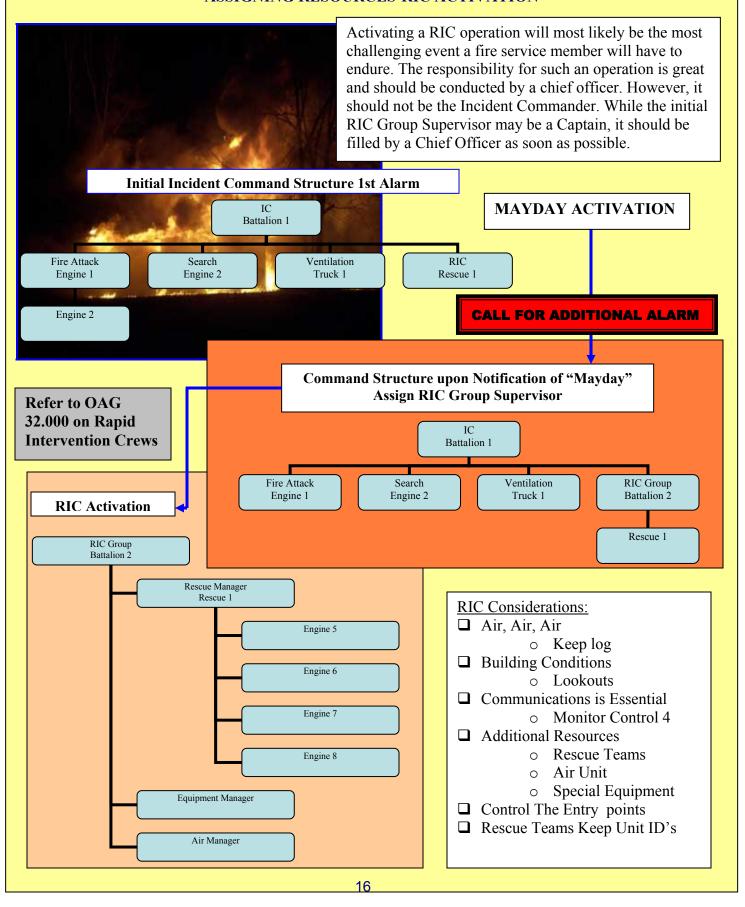
Mobile Standpipe

2nd Line to Floor Above





INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES-RIC ACTIVATION





INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES-WILDLAND

Direct Attack Strategy-Example of a Wildland Incident **Tactical Objectives** Task □ Protect Structures Type 1, Type 2 or Type 3 Engines Water Supply Evacuate Consider Law Enforcement Extinguishment Staff Appropriate Type and Number of Engines on Line to meet the task 0 Water Supply 0 Confinement Contingency Plan **Environmental Factors**: □ Overhaul **Fuel Characteristics-**Assess Crews Fuel Moisture-Feel and Measure 0 Dozers Fuel Temperature-Feel and Measure 0 **Engine Companies Terrain-Scout** Wind-Observe Stability-Observe Incident Commander Fire Behavior-Watch Battalion 2 Branch 1 Branch 2 CDF BC Structure Protection Staging WT 3 Battalion 3 Group Battalion 1 XAL 2003 A ST XAL 2203A XAL 2004C Division Alpha E-1 E-2 Division Bravo E-3 E-4 Division Charlie E-5 E-6 Division X-Ray E-11 E-12 Division Oscar Division Yankee E-7 E-8 E-9 E-10 P-1 WT-1 P-2 D-1 P-3 P-4 P-5 WT-2 P-6 Crew 2

Considerations

- □ Strategy
 - Direct
 - o Indirect
 - Combination
- □ Safety
 - Safety Zones
 - o LCES
 - o Tactical Watch-outs
 - Look up, Down & Around
 - o Downhill Checklist
- ☐ Best Access Points
- Communications
 - Consider mutualaid resources
- ☐ Additional Resources
 - Water tenders
 - Reserves
- Notifications
 - CHP-Highway
 - Electrical Lines

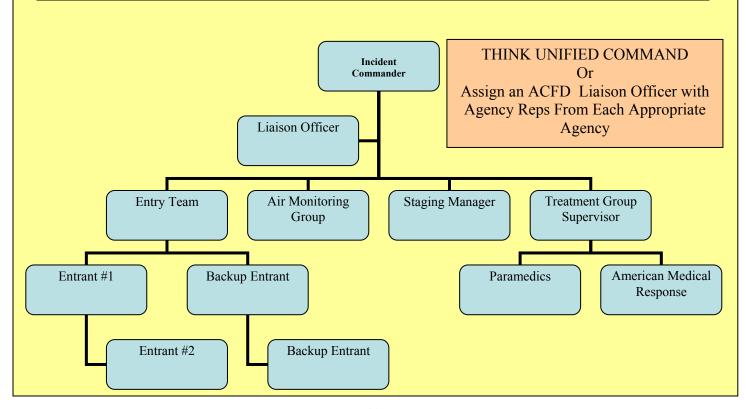


INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES-MCI EXAMPLE

MCI ALERT Objectives-Example of a MCI **Tactical Objectives Task** ☐ Isolate, Deny Entry & Secure Scene Safety Position engine to protect crews Call for Law Enforcement ☐ Provide Fire Protection Lines to protect potential victims The Three T's Consider Water Supply □ Triage ☐ Triage □ Treatment S.T.A.R.T □ Transportation Assign crews appropriately □ Extricate/Rescue Rescue 3493 Trucks Treat Consider Treatment Area 0 Use the medics Transport Assign ACFD personnel to work with AMR May Need Air Transport 0 □ Decontaminate Basic or do you need the Hazmat Unit THINK UNIFIED COMMAND Or Assign an ACFD Liaison Officer with Agency Reps From Each Appropriate Agency Incident Commander Medical Group Transport Group Rescue Group Staging Manager Supervisor Supervisor Supervisor ACFD Officer & **AMR Supervisor** Triage Unit Treatment Unit **Extrication Teams** Stabilization teams Leader Leader Triage Teams **Treatment Teams**

INCIDENT COMMAND SYSTEM ASSIGNING RESOURCES-CONFINED SPACE EXAMPLE

Confined Space Objectives-Example of a Confined Space Incident **Tactical Objectives** Task ☐ Isolate, Deny Entry & Secure Scene Safety Position engine to protect crews Call for Law Enforcement □ Provide Fire Protection o Lines to protect potential victims Consider Water Supply Consider Compartment flooding □ Lock out Tag out Ensure that all electrical and mechanical devices are secure Assign crews appropriately Use on site personnel as needed □ Extricate/Rescue Rescue 3 Trucks Basic or do you need the Hazmat Unit ☐ Monitor Atmosphere □ Treat Consider Treatment Area Use the medics 0 ☐ Transport Assign ACFD personnel to work with AMR



INCIDENT COMMAND SYSTEM PHONETIC ALPHABET

Letter	Pronunciation	Letter	Pronunciation	Number	Pronunciation
A	Alpha (AL fah)	N	November (no VEM ber)	0	ZEE row
В	Bravo (BRAH VOH)	О	Oscar (OSS cah)	1	WUN
С	Charlie (CHAR lee)	P	Papa (pah PAH)	2	TOO
D	Delta (DELL tah)	Q	Quebec (keh BECK)	3	TREE
Е	Echo (ECK oh)	R	Romeo (ROW me oh)	4	FOW er
F	Foxtrot (FOKS trot)	S	Sierra (see AIR rah)	5	FIFE
G	Golf (GOLF)	T	Tango (TANG go)	6	SIX
Н	Hotel (hoh TELL)	U	Uniform (YOU nee form)	7	SEVEN
I	India (IN dee ah)	V	Victor (VIK tah)	8	AIT
J	Juliet (JEW lee ETT)	W	Whiskey (WISS key)	9	NINE er
K	Kilo (KEY loh)	X	X Ray (ECKS RAY)		
L	Lima (LEE mah)	Y	Yankee (YANG key)		
M	Mike (MIKE)	Z	Zulu (ZOO loo)		