



# NEW YORK RP

## FIVEPD

# INFORMATIONS and

# CONTROLS

## FivePD Controls:

- F11 - Opens the duty menu
- F9 - Menu with **vehicle** spawns, backups, traffic manager..
- Y - Accept callout
- Z - Open the dispatch menu or requests backup (You must be on duty)
- X - Opens the menu for interacting with a civilian if stopped
- O - Set GPS to the nearest station with a cell (if a civilian is arrested in the vehicle or led by a player)
  - Hold "E" (for 2 seconds) to stop and handcuff the civilian
  - By pressing "E", you will seat the handcuffed civilian in your patrol car (must be at the rear doors of the vehicle)
- U - Move the civilian to prison (must be frisked, and close to the cell)

- B - Open MDT
- H - Tackle
- /radio - Turn on the radio (frequencies: 1 - NYPD Citywide, 2 - FDNY Citywide)
- LShift - Marks the vehicle in front of you. If you want to stop the vehicle, you must turn on the emergency lights (Stage 2). To end the traffic stop, hold the key for 3 seconds.
- F9 - toggle ALPR
- F10 - PA System
- K - Buckle/Unbuckle seatbelt.

## Config:

/config - open the config menu for PCT scanner, ambient sounds etc..

## Clothing commands:

- Y - DP Clothing menu (Must be on foot)
- /bag - put on / take off backpack
- /bracelet - put on/take off the bracelet
- /glasses - put on/take off glasses
- /gloves - put on/take off gloves
- / hat - put on/take off a cap/helmet
- /mask - put on/take off the mask
- /neck - put on/take off a necklace or other accessory around the neck
- /pants - put on/take off pants
- /shirt - put on/take off a shirt
- /shoes - put on/take off shoes
- /top - puts/takes off the jacket
- /visor - deploy/remove shield (on helmet)
- /watch - put on/take off the watch

- /revertclothing - Returns everything saved back
- /bagoff - put on/take off backpack

## Fire Hose:

- Press **E** at the back of a engine to get/return the fire hose
- Arrow left/Arrow right to increase/decrease pressure (only in Pressurized Water Gun mode)
- Arrow up/Arrow down Switch firehose mode (Water gun, Foam, Pressurized Water Gun )

## Getting started:

- First, you need to go on duty using F11 where you check on duty, then select a vehicle through the F9 menu, once you have the vehicle, press B in the vehicle, the MDT will open where you choose which department you want to play for. Once you choose it, callouts will start coming to you automatically.

## 10 codes in global chat:

- /4 - 10-4 (Understood/copy that)
- /8 - Show me 10-8 (In service)
- /8f - Pedestrian 10-8
- /7,7g,7i,7f - 10-7 (Out of service)
- /6,6m - Shows you 10-6 (Busy/Unavailable if not urgent)
- /80 - 10-80 (Vehicle pursuit)
- /code4 - Code 4 (Situation under control)
- /85 <1/2/3> - 10-85 Request for backup, under code 1/2/3
- /47 <1/2/3> - 10-47 Shows that you are responding under code 1/2/3

- /23 - 10-23 On the scene
- /11 <color | info> - 10-11 Traffic stop, will show that you have stopped someone
- /28 <plate | info> - 10-28 License Plate Check
- /29 <name | surname> - 10-29 Person check

## Callsigns:

- Central - Dispatch
- Highway - Police officers at the Highway Patrol
- Squad - Police at the Detective Bureau
- Auxiliary - Police officers at the NYPD Auxiliary Police
- Patrol Sergeant - Police officers as Patrol Supervisors
- ESU - Police officers at the Emergency Service Unit
- Canine - Police officers at the ESU as K-9 handlers
- Aviation - Police officers at the aviation service

Callsigns follow the following format:

Patrol Borough:

- Precinct, sector, unit  
For example, if you were in the thirteen precinct (13), sector David and the first unit in the PCT, your call sign would be 13-David-1.

Calling signs - FDNY:

- Battalion - Station Commander
- Engine - Deployment tank
- Ladder - Ladder
- EMS - Emergency Medical Services
- Marine - Fireboat / Divers









Numbering is always based on the number written on the vehicle. For example: Battalion 15, Engine 69, Ladder 345, and so on.

Calling characters - NYSP:  
**1 Mary xx**

Numbering: You can choose your own number after the calling sign within the range of 10-99.

Police call sign: 1M12

Ranking structure:

Rank	Insignia	Badge design	Badge color	Badge number	Uniform
Captain			Gold		
Lieutenant					
Sergeant	 (sleeve)			Yes	Navy blue shirt, peaked cap, gold hat badge
Detectives	None				
Police Officer			Silver	Yes, matching hat badge	Navy blue shirt, peaked cap, silver hat badge with matching number
Probationary Police Officer				Yes	Slate grey, black garrison cap
Recruit Officer					
Cadet			None		

^ †: Uniform rank that has no police powers

## Departments:



- NYPD - Police officers of New York City



- FDNY - Firefighters of the city of New York



- NYSP - Police officers of the state of New York



- NYCSO - Sheriffs of the city of New York



- PAPD - Port Authority Police Department operated by the states of New York and New Jersey. The department is responsible for securing and protecting various facilities and infrastructure, including airports, bridges, tunnels, ports, and other transportation hubs in the New York and New Jersey area.



- MTAPD - Metropolitan Transportation Authority Police Department. The department is responsible for ensuring the safety and security of passengers and infrastructure within the MTA. Their officers have broad powers across all MTA facilities and services. This includes overseeing train stations, subway stations, trains, buses, and other transportation facilities.



- Others - It is also possible to play for other agencies, such as Mount Sinai EMS, PEP, DSNY etc..

## **Divisions:**

### **NYPD:**

1. Patrol Borough [PB] - Basic patrol units.
2. Highway Patrol [HP] - Highway patrol and traffic control or escorting.
3. Detective Bureau [DB] - Department that deals with investigating various criminal offenses.
4. Auxiliary Police [AP] - Volunteer police officers who assist other patrols in the field.

#### *Special Operations Division:*

5. Emergency Service Unit [ESU] - NYPD SWAT Team.
6. Strategic Response Group [SRG] - Riot/protest unit.

7. Counter Terrorism Unit [CTU] - Specialists who deal with driving to various risky cases and primarily terrorism in the NYC area.

8. Aviation Unit [AU] - Aviation service that falls under ESU.

9. Canine [K9] - A dog handler who falls under ESU, SRG, or CTU.

## **Port Authority Police Department:**

1. Aviation unit [AU] - This department ensures security at international airports and the sea.

2. Bridges and Tunnels [BT] - This division is responsible for safety within tunnels, bridges, and terminals.

3. World Trade Center [WTC] - A division that ensures safety at and around WTC

4. Bus Terminals [PABT] - Ensures safety in areas of bus terminals.

6. Port Authority Trans-Hudson [PATH] - Ensures safety on rails between ports of entry.

7. Emergency Service Unit [ESU] - Specialists who deal with driving to various risky situations and help both police officers in the field and firefighters, also functioning as a response unit in the jurisdiction of PAPD.

8. Counter Terrorism Unit [CTU] - Specialists who deal with driving to various risky cases and primarily terrorism in the area of landmarks and overall PAPD jurisdiction.



9. Canine [K9] - A dog handler who falls under ESU or CTU.

## **MTAPD:**

1. Transit Bureau [TB] - The basic department specializing in public transportation security, including subways, trains, and buses.

2. Bureau of Criminal Investigation [BCI] - This department conducts investigations into criminal activities related to public transportation, such as theft, violence, and property crimes.

3. Traffic Management Center [TMC] - This department ensures the management of traffic and safety in public transportation, including monitoring traffic situations and addressing traffic accidents.

### *MTAPD Special Operations Division:*

4. Emergency Service Unit [ESU] - Specialists who deal with driving to various risky cases and help both police officers in the field and firefighters, also function as an intervention unit in the MTA jurisdiction.

5. Counter Terrorism Unit [CTU] - Specialists who deal with driving to various risky cases and primarily terrorism in the area and jurisdiction of MTA.

6. Canine [K9] - A dog handler who falls under ESU or CT.

## **New York State Police:**

1. Field Command [FC] - The basic department specializes in public transport security including the metro, trains, and buses.
2. Traffic Services Unit [TSU] - This department specializes in traffic management, including speed monitoring, handling traffic accidents, and various offenses on roads or highways.
3. Criminal Investigation Division [CID] - This department is responsible for investigating criminal activities.

### *New York State Police Special Operations Division:*

4. Special Operations Division [SOD] - Specialists who deal with driving to various risky cases and help both police officers in the field and firefighters, also function as a response unit in the state of New York.
5. Aviation Unit [AU] - Aviation service that falls under SOD.
6. Canine [K9] - A dog handler who falls under SOD.

## **NYCSO:**

1. Patrol Unit [PU] - Basic department within the patrol division.
2. Traffic Enforcement Unit [TEU] - This department specializes in traffic management, including speed monitoring, handling traffic accidents, and various violations on roads or highways.

### **NYSO Field Support Unit:**

3. Field Support Unit [FSU] - Specialists who deal with driving to various risky cases and help both police officers in the field and firefighters, also function as an intervention unit.
4. Canine [K9] - A dog handler who falls under the FSU.

## **RADIO CODES:**



## **RADIO CODE SIGNALS INSERT**

PD 112-090 (Rev. 08-18)

- 10-01 Call Your Command
- 10-02 Report To Your Command
- 10-03 Call Dispatcher By Telephone
- 10-04 Acknowledgment
- 10-05 Repeat Message
- 10-06 Standby
- 10-07 Verify Address

### **POSSIBLE CRIMES**

- 10-10 Possible Crime (proowler, suspicious person/vehicle, shots fired, etc.)
- 10-11 Alarm (specify type)
- 10-12 Police Officer/Security Holding Suspect
- 10-13 Assist Police Officer
- 10-14 License Plate Check - Occupied & Suspicious - Verify If Stolen
- 10-15 License Plate Check - Verify If Stolen - Occupied or Not
- 10-16 Vehicle is Reported Stolen
- 10-17 Vehicle is Not Reported Stolen
- 10-18 Warrant Check Shows an Active Warrant
- 10-19 Warrant Check Negative

### **CRIMES IN PAST**

- 10-20 Past Robbery
- 10-21 Past Burglary
- 10-22 Past Larceny (specify: auto, from person/other)
- 10-24 Past Assault (specify)
- 10-29 Other Crimes In The Past (specify)

### **CRIMES IN PROGRESS**

- 10-30 Robbery In Progress
- 10-31 Burglary In Progress
- 10-32 Larceny In Progress (specify: auto, from person/other)
- 10-33 Explosive Device Or Threat
- NOTE: Portable radio should NOT be used when in the presence of a suspected bomb, explosive or incendiary device.
- 10-34 Assault In Progress (specify)
- 10-39 Other Crime In Progress (specify)
- 10-40V Panic Alarm (carjacking, Lojack signal, star alert)
- 10-44 Hazardous Materials / Suspicious Packages/Substances

### **NON-CRIME INCIDENTS**

- 10-50 Disorderly Person/Group or Noise
- 10-51 Roving Band (specify direction of travel & number in group)
- 10-51M Roving Band of Motorcycles
- 10-51B Roving Band of Bicycles
- 10-51V Roving Band of Vehicles
- 10-51P Roving Band of People (impromptu marches)
- 10-52 Dispute (specify)
- 10-53 Vehicle Collision (specify)
- 10-54 Ambulance Case (specify type)
- 10-55 Ambulance Case No R.M.P. Required

### **NON-CRIME INCIDENTS (continued)**

- 10-56 **Verify if Ambulance Needed**
- 10-57 **Second Call for Ambulance – 2nd call — verify**
- 10-58 **Assist Ambulance** (specify type of assist)
- 10-59 **Alarm of Fire** (specify type)
- 10-60H **Research** (disabled vehicle)
- 10-60I **Broadcast** (chase/pursuit)
- 10-61 **Precinct Assignment** – not available (Give condition and/or location, e.g., mail run, at S.H., patrol with Pct. C.O., etc.)
- 10-62 **Out of Service–Mechanical** (Give condition and location, e.g., gas at another pct., flat tire at service station, etc.).
- 10-63 **Out of Service — Meal**
- 10-65 **Utility Trouble** (specify nature and if ESU responding or not)
- 10-66 **Unusual Incident** Examples: train derailment/collision, plane crash, building collapse.
- 10-67 **Traffic/Parking Condition** (specify)
- 10-68 **See Complainant re:** (specify)
- 10-69 **Other Non-Crime Incident** (specify)
- 10-71 **Housing Authority Sex Offender Address Verification**
- 10-75B **Bus Investigation**
- 10-75C **Community Visit**
- 10-75D **Directed Patrol**
- 10-75E **Community Event**
- 10-75F **Family/Home Visit** (Domestic Violence Prevention)
- 10-75I **Interior Patrol**
- 10-75L **Cabaret Trained Supervisor Inspecting Licensed Premise**
- 10-75M **Train Run/Mobile Order Maintenance Sweep**
- 10-75O **Train Order Maintenance Sweep (TOMS)**
- 10-75P **Directed Patrol at School Location**
- 10-75S **Station Inspection — By Transit Bureau Personnel**
- 10-75T **Transit Patrol/Inspection — By Non-Transit Bureau Personnel**
- 10-75W **Warrant Check**

### **INTERIM STATUS**

- 10-80 **Cancel** (specify unneeded service)
- 10-81A **Authorized Tow Arrived**
- 10-81N **Request for Authorized Tow**
- 10-82 **Verification/Arrest** (give number detained)
- 10-83 **Report/Notification at Station House**
- 10-84 **Arrived at Scene**
- 10-85 **Need Additional Unit** (specify type & reason)
- 10-86 **Person In/Person Out of Vehicle** (indicate time)
- 10-87 **Unit to Hospital** (specify hospital)
- 10-88 **Vehicle Pursuit as a result of another assignment**
- 10-89 **Other Interim Status** (specify)

### **FINAL DISPOSITIONS**

Final Dispositions (90-97, 99) are to be used only when a unit is completely finished with an assignment (including paperwork, forms and notifications) and is available for another assignment. Disposition code is to be selected and transmitted by the unit.

- 10-90F1 **DOMESTIC INCIDENT REPORT** prepared - No offense of domestic violence is alleged.
- 10-90F2 **DOMESTIC INCIDENT REPORT** prepared - Unfounded report of domestic violence.







### **FINAL DISPOSITIONS (continued)**

- 10-90I(1) **Language Line Utilized**
- 10-90I(2) **Certified Member of the Service Utilized**
- 10-90I(4) **Bilingual Member of the Public Utilized**
- 10-90I(5) **No Interpretation Necessary**
- 10-90J1 **DOMESTIC INCIDENT REPORT** prepared -  
No offense of child abuse is alleged.
- 10-90J2 **DOMESTIC INCIDENT REPORT** prepared -  
Offense of reported child abuse is unfounded.
- 10-90N **Notice service - Unfounded or Unnecessary Alarm**
- 10-90N3 **Notice Service - Unfounded or Unnecessary Alarm**  
To be used if service of a notice of an alarm is to be  
made at a later time when premises are open.
- 10-90U **Unable to Gain Entrance**
- 10-90V2 **Unsuccessful Visit**
- 10-90X **Unfounded**
- 10-90Y **Unnecessary**
- 10-90Z **Gone on Arrival**
- 10-91 **Non-Crime Corrected**
- 10-91V **Home Visit / Non-Crime**
- 10-92 **Arrest**
- 10-92C **Crime Arrest** (felony/misdemeanor), include  
number arrested in all cases.
- 10-92F **Family Offense Arrest** made
- 10-92J **Child Abuse Arrest** effected
- 10-92Q **Other Arrest** (specify type)
- 10-93C **COMPLAINT REPORT** prepared - report of a crime,  
(felony or misdemeanor, including a Juvenile Report  
for a crime).
- 10-93F **COMPLAINT REPORT/DOMESTIC INCIDENT** is  
prepared for a Family Offense.
- 10-93J **COMPLAINT REPORT/DOMESTIC INCIDENT** is  
prepared for Child Abuse.
- 10-93Q **Other Report Prepared** (no arrest) [P.A.R. etc.]
- 10-94 **Handled by Previous Tour**
- 10-95 **Non-Crime Referred by Another Agency**
- 10-96 **Summons Served**
- 10-97H **Patient Removed to Hospital**
- 10-97R **Patient Refused Medical Aid**
- 10-97E1 **EDP Admitted to Hospital**
- 10-97E2 **EDP Released from Hospital**
- 10-97E3 **ESU Assisted in Removing EDP**
- 10-97E4 **Voluntary Surrender to ESU or Hostage Negotiation  
Team (HNT)**
- 10-97E5 **ESU Removal Less Than Lethal Used**
- 10-98 **Resuming Patrol / Available** (not acceptable as a  
final disposition from last unit on scene)
- 10-99 **Other Final Disposition** (must include remarks)
- 10-99T4 **Vehicle Collision – No Tow Truck Required**
- 10-99T5 **Vehicle Collision – DARP Tow Required**
- 10-99T6 **Vehicle Collision – Other Tow Serviced**
- 10-99T7 **Vehicle Collision – DARP and Other Tow Serviced**
- 10-99T8 **Vehicle Collision – Highway-Authorized Tow Serviced**
- 10-99T9 **Vehicle Collision** (DARP requested, waited thirty  
minutes, made second request, resumed patrol)

## RAPID MOBILIZATION

<u>Code</u>	<u>Responding Unit</u>
Level One	Special Operations Division Strategic Response Group
Level Two	Special Operations Division Strategic Response Group – City-Wide
Level Three	Local Borough Precinct personnel
Level Four	Precinct personnel – City-Wide

## PHONETIC ALPHABET

A=ADAM	N=NORA
B=BOY	O=OCEAN
C=CHARLES	P=PETER
D=DAVID	Q=QUEEN
E=EDWARD	R=ROBERT
F=FRANK	S=SAM
G=GEORGE	T=TOM
H=HENRY	U=UNION
I=IDA	V=VICTOR
J=JOHN	W=WILLIAM
K=KING	X=X-RAY
L=LINCOLN	Y=YOUNG
M=MARY	Z=ZEBRA

- Transmit ONLY in performance of duty.
- Make messages short & to the point!
- Don't carry on conversations except when necessary.
- Speak in a normal tone of voice, hold the radio about 2 inches from your mouth.
- If calling a 10-13, the most important info is your LOCATION!!!
- When entering a building, know the address you are going into!

### DO'S

- Advise Communications Section dispatcher when 10-84 at all Crimes in Progress and Critical Incidents.
- Units when responding to emergency incidents remember **"ARRIVE ALIVE, INTERSECTIONS ARE A THREAT, THINK TACTICALLY, PROCEED THROUGH INTERSECTIONS WITH CAUTION AND REMEMBER TO ALWAYS WEAR YOUR SEATBELT."**

### DONT'S

- Allow loud volume to alert perps.
- Carry portable radio in gun hand.
- Carry in pocket.
- Leave in the RMP – whether locked or unlocked.
- Change frequencies except —
  - a) in extreme emergencies, OR
  - b) Communications Section dispatcher permission.



# FDNY:

## 10-01 Call your quarters by telephone

- 10-02 Return to quarters
- 10-03 Call the dispatcher by telephone
- 10-04 Acknowledgment
- 10-05 Repeat
- 10-06 Stand by
- 10-07 Verify address
- 10-08 Available on the air
  - CODE 1: Used only by a Division or Battalion to indicate it is in-service by radio when leaving a quarters other than its own at which it had been off the air and to which its alarms had been routed.
  - CODE 2: Used by any unit to indicate it is on the air outside its response area. When the unit returns to its response area, the dispatcher must be notified again using 10-8.

- 10-09 Off the air
- 10-10 Current location
- 10-11 Give a radio test count
- 10-12 First arriving unit give preliminary
- 10-13 F.M. Requests Immediate Police Assistance
- 10-18 Return all units except 1 engine AND 1 ladder
- 10-19 Return all units except 1 engine OR 1 ladder
- 10-20 Proceed to box location at reduced speed
- 10-21 Brush fire
- 10-22 Outside rubbish
- 10-23 Abandoned derelict vehicle fire
- 10-24 Auto fire
- 10-25 Manhole or transformer vault fire
  - NO CODE Situation other than 1, 2, 3, or 4
  - CODE 1 - Fire extended into building
  - CODE 2 - One or more covers blown, under pressure
  - CODE 3 - Smoke seeping from manhole
  - CODE 4 - Transformer fire (manhole or pole mounted)

- 10-26 Food on stove
- 10-27 Compactor or incinerator fire
- 10-28 Subway or railroad fire, emergency or smoke condition
  - CODE 1 - Structural fire
  - CODE 2 - Non-structural fire (e.g. train fire, rubbish on the tracks, etc.)
  - CODE 3 - Non-medical emergency

- 10-29 - Elevator emergency
  - CODE 1 - Occupied
  - CODE 2 - Unoccupied

- 10-31 Assist civilian - non-medical



- **10-32 Defective oil burner**
- **10-33 Odor of smoke**
  - **CODE 1 - Caused by nearby working fire, BBQ's, salamanders, Etc.**
  - **CODE 2 - Any other type odor**
- **10-34 Sprinkler system emergency**
  - **CODE 1 - Defective equipment**
  - **CODE 2 - Unwarranted alarm**
  - **CODE 3 - Heat activated**
- **10-35 Unwarranted or unnecessary alarm system activation**
  - **NO CODE - Unwarranted alarm**
  - **CODE 1 - Unnecessary alarm caused by alarm system testing or servicing.**
  - **CODE 2 - Unnecessary alarm caused by construction activities**
  - **CODE 3 - Unnecessary alarm caused by ordinary household activities**
  - **CODE 4 - Unnecessary alarm caused by other known causes (e.g., smoking in unauthorized areas.)**
- **10-36 Automobile accident or emergency**
  - **NO CODE Vehicle emergency other than below**
  - **CODE 1 - Washdown**
  - **CODE 2 - Accident - no injuries or washdown**
  - **CODE 3 - Accident with injuries**
  - **CODE 4 - Accident requiring extrication**
  - **NO CODE - All others**
- **10-37 Medical assignment not associated with fire operations**
  - **CODE 1 - Victim deceased (non-fire related)**
  - **CODE 2 - Victim not breathing - requires resuscitation**
  - **CODE 3 - Victim is breathing with illness or injury**
  - **CODE 4 - Medical assignment where the unit is 10-84, has no patient contact and EMS is on scene.**
- **10-38 Carbon monoxide response**
  - **CODE 1 - Detector activation (defective, low-battery, unwarranted)**
  - **CODE 2 - Detector activation - CO incident - Readings 1-9 PPM**
  - **CODE 3 - Detector activation - CO emergency - Readings > 9 PPM**
  - **CODE 4 - No detector activation during incident or emergency (No detector present or did not activate)**
- **10-39 FD units standing by at interagency incident, e.g., standing by at a suspicious package**
- **10-40 Utility emergency**
  - **CODE 1 - Gas**
  - **CODE 2 - Electric**
  - **CODE 3 - Water condition**
  - **CODE 4 - Steam leak**
- **10-41 Suspicious fire**
  - **CODE 1 - Occupied building or vehicle**
  - **CODE 2 - Unoccupied building**

- **CODE 3 - Unoccupied vehicle**
- **CODE 4 - Vacant structure or structures not intended for dwelling purposes.**

- **10-42 - Any downed tree incident or emergency**
- **10-43 - Any non-fire related rescue**
- **10-44 Request for public ambulance**
- **10-45 Fire related injury**

- **CODE 1 - Deceased**
- **CODE 2 - Life threatening injury**
- **CODE 3 - Non-life threatening injury**
- **CODE 4 - Non-Serious / Ambulatory**

- **10-46 - Maritime fire or emergency**

- **CODE 1 - Fire in a maritime environment**
- **CODE 2 - Emergency in a maritime environment**

- **10-47 Request police**
- **10-48 Request police forthwith for harassment**
- **10-51 Cancellation of outside activities**
- **10-60 Major Emergency Response (e.g. collapse of a private dwelling, derailment of a subway car)**

- **5 Engine Companies**
- **3 Ladder Companies**
- **4 Battalion Chiefs**
- **1 Deputy Chief**
- **1 FAST Unit**
- **1 Rescue Task Force - which includes 1 Rescue Co., 1 Collapse Rescue, 1 Squad Co. w 2nd Piece**
- **1 SOC Support Ladder (When a Collapse Rescue is transported by a SSL, no additional SSL is required)**
- **1 Haz-Tac Officer**
- **1 Rescue Paramedic Unit**
- **1 Additional Rescue Co.**
- **Rescue Battalion**
- **Safety Battalion**
- **1 Tactical Support Unit**
- **SOC Logistics Support Unit**
- **SOC Compressor Unit**
- **Con Edison Vacuum Truck**
- **Haz-Mat Battalion**
- **Haz-Mat Company #1**
- **Haz-Mat Technician Engine Company**
- **Communication Unit**
- **Field Communications Unit**
- **Recuperation and Care (RAC) Unit**
- **Public Information Officer**

- **10-60 Code 1 Major Emergency Response - Enhanced 2nd Alarm - 10-60 assignment plus:**

- **2nd Alarm if not transmitted prior to the 10-60 Code 1**
- **5 Additional Engine companies**
- **3 Additional Ladder Companies**
- **2 Additional Battalion Chief's**
- **1 Additional Deputy Chief**
- **1 Additional Rescue Task Force**
- **1 Air Recon Chief**
- **1 Satellite Unit**
- **1 SOC Dewatering Unit**
- **Mobile Command Center**
- **1 EMS Division Chief**
- **1 EMS Deputy Chief**
- **2 EMS Conditions Officers**
- **1 OMA Response Physician**
- **1 Haz-Tac Officer**
- **1 Logistical Support Unit (LSU)**
- **1 ALS Ambulance**
- **2 BLS Ambulances**
- **1 Rescue Paramedic Unit**
- **1 Major Emergency Response Vehicle (MERV)**
- **1 Mobile Respiratory Treatment Unit (MRTU)**

- **10-66 Missing, lost, trapped, or seriously injured member requiring extrication (Increases response by transmission of the next higher alarm, 1 additional deputy chief, 2 battalion chiefs, the collapse unit from the borough of incident, a collapse rescue task force, an additional squad, a SOC Support ladder, a FAST unit, a CFR-D engine, SOC Logistics support van, SOC Compressor truck, SOC Dewatering unit, Public Information officer, EMS division captain, EMS Haz-Tac officer, a BLS ambulance, an ALS ambulance, an EMS Rescue Paramedic ambulance, OMA response physician and a medical officer.) If the cause of the 10-66 is due to a collapse, a signal 10-60 also must be transmitted.**
- **10-70 Water supply required - A notification that the first arriving engine has no positive water source.**
- **10-75 A notification signal transmitted when, in the judgment of the Incident Commander, conditions indicate a fire or emergency that requires a total response of the following units:**
  - **4 Engine companies**
  - **2 Ladder companies**
  - **1 FAST unit**
  - **2 Battalion Chiefs**
  - **1 Squad company**
  - **1 Rescue company**
  - **1 RAC unit**
- **10-76 A notification signal transmitted when, in the judgment of the Incident Commander, conditions indicate a fire in a high-rise commercial building requires a total response of the following units:**

- 4 Engine companies
- 4 Ladder companies
- 4 Battalion Chiefs
- 1 Deputy Chief
- 1 Rescue company
- 1 Squad company
- 1 CFR-D Engine company
- 1 FAST Unit
- 1 - Communications Unit
- 1 Field Communications Unit
- 1 Mask Service Unit
- 1 Safety Operating Battalion
- 1 Rescue Operations Battalion
- 1 Safety Officer
- 1 High-Rise Support Unit
- 1 Tactical Support Unit
- 1 Recuperation and Care unit
- 1 Public Information Officer
- 1 Lobby/Systems Control Unit

- **10-76 2nd ALARM A notification signal transmitted when, in the judgment of the Incident Commander, conditions indicate a fire in a high-rise commercial building requires, in addition to the units assigned on a 10-76, a total response of the following units:**

- 4 Engine companies
- 2 Ladder companies
- 3 Battalion Chiefs
- 1 Deputy Chief
- 1 Rescue company
- 1 Satellite Unit

- **10-77 High-rise multiple dwelling fire. A notification signal transmitted when, in the judgment of the Incident Commander, conditions indicate a fire in a High-Rise Multiple Dwelling requires a total response of the following units:**

- 4 Engine companies
- 4 Ladder companies
- 3 Battalion Chiefs
- 1 Deputy Chief
- 1 Rescue company
- 1 Squad company
- 1 High Rise Nozzle Engine Company IF none of the initial 4 Engine companies have a HRN
- 1 FAST Unit
- 1 CFR-D Engine company
- Field Communications Unit
- Field Comm Battalion
- Safety Operating Battalion

- Rescue Operations Battalion
- 1 Safety Officer
- 1 Ventilation Support Unit
- **10-77 2nd ALARM A Second alarm after the 10-77 signal will cause response of the following units:**
  - 4 Engine companies
  - 2 Ladder companies
  - 2 Battalion Chief
  - 1 Communications Unit
  - 1 Tactical Support Unit
  - Mask Service Unit
  - 1 RAC Unit
  - 1 High Rise Unit
  - 1 Satellite Unit
  - Photo Unit
- **10-80 Haz-Mat incident. The initial notification by field units of a hazardous materials incident. Transmission of the signal 10-80 will serve to warn responders to proceed with caution to avoid entering a restricted area. The FDNY Incident Commander will transmit the appropriate code after size up and evaluation of the incident.**
  - **NO CODE** An incident that can be controlled by the on-scene unit(s) and requires no additional resources. The Haz-Mat Battalion (HB01) and Haz-Mat Co. 1 (HM01) can be contacted via the dispatcher, 800 MHz radio or cell phone for technical information if necessary. HB01 and HM01 may be requested to respond to the incident if necessary.
  - **CODE 1** An incident requiring additional resources and/or specialized equipment not carried by regular field units to assist the IC in assessing the hazards and identifying the resources necessary to manage the spill or release. Units dispatched on a 10-80 Code 1 include:
    - Haz-Mat Battalion
    - Haz-Mat Company 1
    - Haz-Tac Conditions Officer
    - Nearest available Haz-Mat Technician Unit
    - Nearest available ALS/BLS Haz-Tac Ambulance
  - **CODE 2** Increases the assignment to 4 engines, 2 ladders, a SOC Support ladder, an additional BC, a Deputy Chief, Safety Battalion, 1 rescue, Field Comm, and the Command Tactical Unit.
- **10-84 Announce arrival at box**
- **10-86 Alcohol Resistant Foam Operation. Transmitted for a fire or emergency requiring alcohol resistant foam concentrate in addition to that carried by units on the scene. The following units are to respond:**
  - 2 Foam Carriers and associated engine companies
  - 2 Foam Coordinators
  - 1 Satellite Unit and associated engine company
  - 1 Foam Tender and associated engine company

- **2 Purple K Units and associated engine companies**
- **1 Hazardous Materials Co. 1**
- **1 Hazardous Materials Battalion**
- **1 Hazardous Materials Technician Unit**
- **10-87 High Expansion Foam Operation. Transmitted for a fire or emergency requiring High Expansion foam. The following units are to respond:**
  - **3 Foam Carriers and associated engine companies**
  - **2 Foam Coordinators**
  - **1 Satellite Unit and associated engine company**
- **10-91 Medical Emergency EMS - Fire Unit Not Required - To be transmitted through borough dispatcher by the responding unit when the fire Unit is canceled enroute due to EMS on scene, or EMS downgrades the job to a segment that does not require a Fire Unit response. Note: This signal shall be used only for medical emergency incidents.**
- **10-92 Malicious false alarm**
- **10-99 Units will operate over 30 minutes**