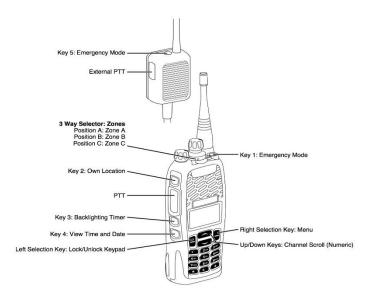
## **RADIO NETWORK Information Sheet**





#### ON / OFF

To turn the radio on and off, turn the left knob clockwise to turn on and increase volume. Turn anti clockwise to decrease volume and off.

### **KEYPAD LOCK**

The radios have a lock function. To activate or deactivate press and hold the Left Selection Key.

When the radio is displaying locked, the *only* functions that will work are the Push to Talk (PTT) and Volume control. No other function will work.

The radio must be unlocked to access other functions, i.e changing channel, GPS functions.

This works in a similar fashion to a mobile phone.



## **CHANNELS**

Zone A is recommended for all clubs.

- 1 Carnival: (Analogue Simplex Channel) Line of sight channel used at carnivals and other events. Can be used to communicate with the "Old Analogue" SLSSA approved radios.
- 2 Local: (Digital Simplex Channel) Line of sight channel for local club based patrol operations and training (e.g. beach patrol to IRB)
- **3 Patrol: (Digital Duplex Channel)** Main channel used for patrol operations by all clubs and services (SurfCom) Channel 3 will automatically select the strongest repeater signal.

	ZONE A	ZONE B	ZONE C
	Normal Operations	Manual Selection (All Digital Channels)	EOG Use Only Allocated by SurfCom
1	1 – Carnival (Analogue)	1 – Carnival	1 - EOG 1
2	2 – Local	2 – Local	2 – EOG 2
3	3 – Patrol	3 – Patrol	3 – EOG 3
4		4 – Metro	
5		5 – Mid Coast North	
6		6 – Mid Coast South	
7		7 – Myponga	
8		8 – South Coast	

## **TRANSMITTING**

To transmit, push and hold the Push To Talk (PTT) button and wait for the tone before speaking (approx. 2 sec).

Talk across the speaker, holding the radio approximately 5 cm from your mouth. Talk normally, there is no need to yell or shout into the radio. A warning will sound after 50 seconds of continuous transmitting. Transmitting times out after 60 continuous seconds of transmitting.



## **RADIO NETWORK Information Sheet**



### **ZONES**

A "Zone" is a collection of channels. There are 3 zones used by SLSSA.

**Zone A** is the recommended zone for all clubs and includes the 3 most common channels. All clubs should operate on Channel 3 in Zone A for patrolling operations, unless directed by the Lifesaving Department or SurfCom.

**Zone B** contains channels used when manual selection of a repeater site is required. In Zone B, the radio will not roam and only transmit and receive from that specific repeater.

Zone C is for Emergency Operations Group use only. Channels in Zone C are allocated by SurfCom upon request.

### To change Zones;

- Ensure radio is unlocked
- Select Menu with Right Selector Key
- In Main Menu Use up/down keys to select Zones, then Select.
- Select Zone as required using the up/down keys,

#### **GPS**

Radio must be unlocked to access the GPS function. Pressing Key 2 "Own Location" button will display the radios current GPS coordinates on the screen.

Use the Up / Down keys to scroll through the following displays;

- GPS Coordinates
- Course & Speed
- UTC Time (Universal Time Coordinated)

Your position should be communicated to SurfCom as normal during incidents. Do not rely on GPS to provide your exact location in an emergency.

Note: Radio must be outside and able to pick up satellite signal to give GPS position.



#### **EMERGENCY MODE**

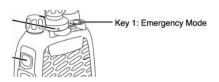
The emergency mode button is to only be used in an emergency. Your position will be automatically transmitted to SurfCom and your alert will be acknowledged by SurfCom.

An emergency alert may not be acknowledged outside of regular patrolling hours. You must notify SurfCom if you have accidentally pressed the emergency mode button.

The emergency button is an additional resource. It does not replace RESCUE, RESCUE or requests for assistance via existing methods. All requests, including assistance from other organisations, should be made via SurfCom.

Note the keypad must be unlocked to operate the emergency button.

When the emergency mode button is pressed it will automatically transmit for 10 seconds with a 10 second gap.



## LOCATION

All the radios on the SLSSA network work best on the beach and close to the water line. If you are unable to contact another radio user, you should change your position and try again.

The radios receive the best signal when the antenna is vertical. Holding the radio horizontally when attempting to receive or transmit significantly reduces the radios capability.

## **MANUFACTURER VIDEOS**

The following links are training videos from the Tait radio company that explain how to operate and use the radio to take advantage of its full capabilities.

1.1 Radio Operating Techniques | Best Practice for Radio Users | Tait Radio Academy https://www.youtube.com/watch?v=lb6Aw-Jh-Wc

2.1 How to use Radio your Microphone | Best Practice for Radio Users | Tait Radio Academy

https://www.youtube.com/watch?v=u Pu0bPM1Is

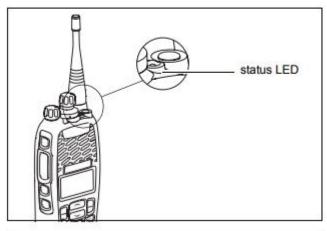


# Radio display icons

These are some of the icons you may see on your radio display:

lcon	Meaning	
Ü	Battery indicator: shows how much charge is available in the battery	
\$	Scanning: your radio is monitoring a group of channels or workgroups for activity	
\$	Silent operation: your radio's audible tones have been turned off	
3	Low-power transmit: your radio is set to transmit on low power	
33	Transmit: your radio is transmitting	
(%)	Headset connected: there is a wireless headset connected to your radio Flashing: your radio is attempting to connect to a headset, or the headset connection has been lost	
ĩ	Scrambler: the voice-inversion scrambler is turned on (analog channels only)	
.attl	Signal strength indicator: the more bars, the stronger the signal being received by the radio	
<b>\$</b>	Scrolling: you can use or to move through a list, or access a pre-programmed menu	

## Status indicators



Color	Meaning
Red (transmit)	Glowing: your radio is transmitting
	Flashing: your transmit timer is about to expire
Green (receive)	Glowing: the current channel is busy Flashing: you have received a call (analog channel only)
Orange (network)	Flashing: you are registered on a trunked network