



WS Radio Etiquette and Code Red Call Procedure

Version 10.0

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Objectives

1. Provide Clear Guidance on the Control and Operation of the Motorola T92 Radios used by WS.
2. Explain the basic principles of radio etiquette.
3. Explain how to do a Radio Check.
4. Explain the emergency “**CODE RED**” radio call procedure.

The Motorola T92 Radios are not compatible with CSCs Entel Radios.

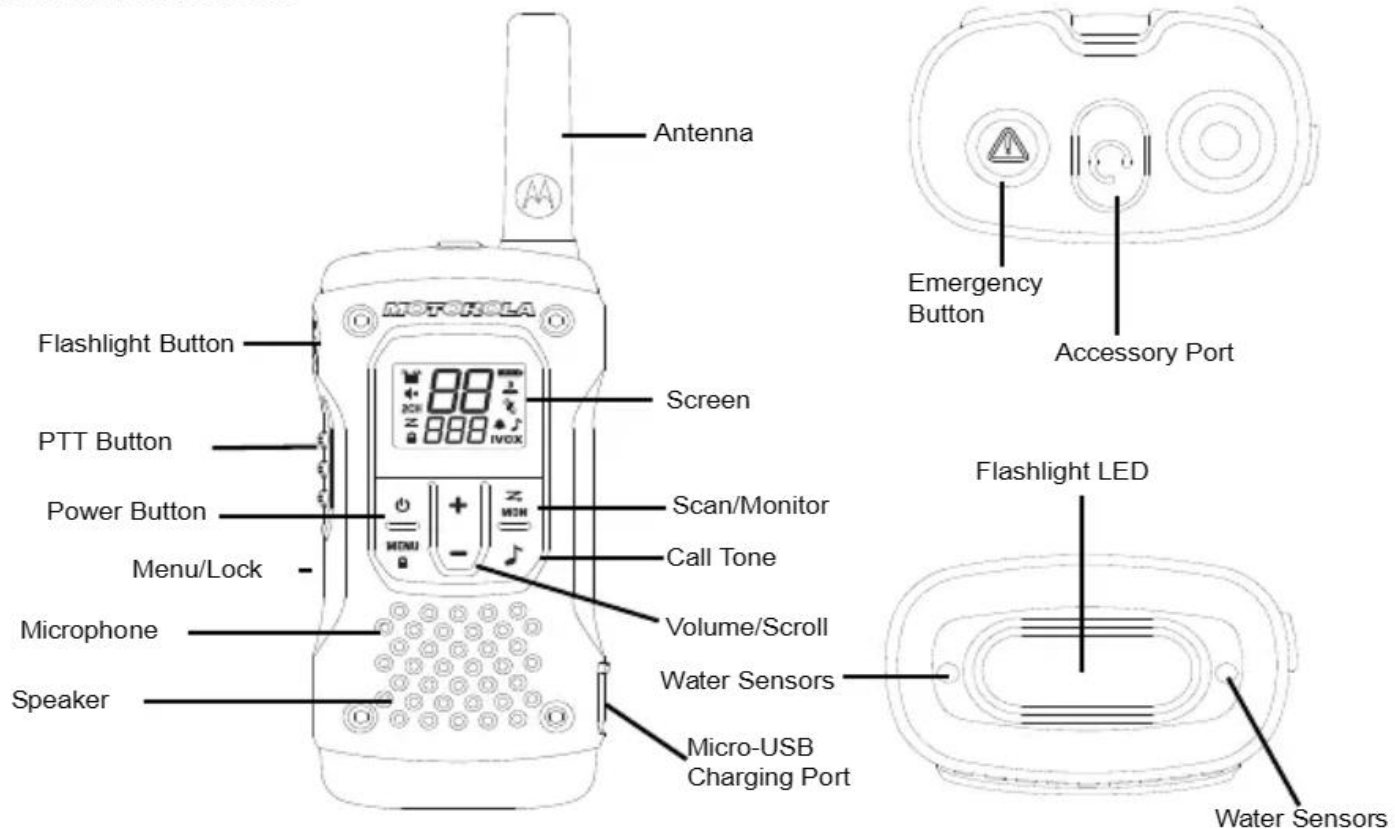


Target Audience

1. WS Session Managers.
2. WS Pontoon Managers.
3. WS Safetyboat Coxswains and Crews.
4. WS Commando Helms and Crews.
5. WS Pioner Helms and Crews.
6. WS Sailing Helms and Crews.
7. Trustees.
8. Club House Team.
9. Race Hut Team

Motorola T92 Controls

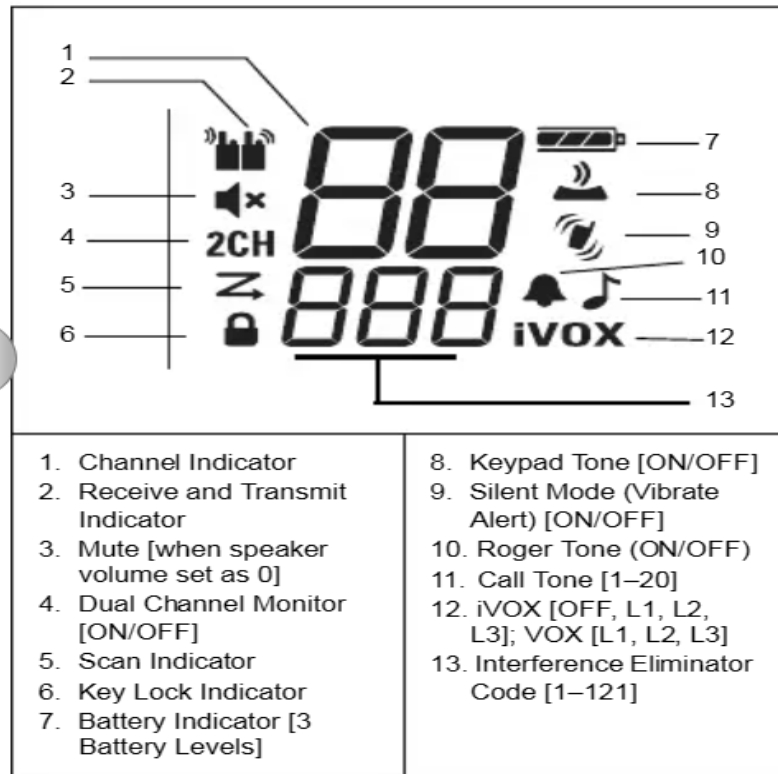
Control and Functions



Please DO NOT use the Emergency Button!

Motorola T92 Controls

Display Installing the Batteries



Radio Battery Meter

The Radio Battery icon shows the battery charge level from full

 to empty . When the radio has one segment left, the radio chirps periodically or after releasing the PPT button (Low Battery Alert).



SWITCHING ON, RECEPTION AND SWITCHING OFF

1. To switch on, press and hold the on/off button on the front of the radio.
2. When the radio has passed its diagnostic tests, it will emit a fanfare tone.
3. The radio will enter standby mode. This is indicated by the LED Amber flashing once every 5 seconds, signalling that the radio is ready for use.
4. Adjust the volume control to select the desired volume level.
5. Press the Menu button until the Channel Numbers flash. Press the “+” or “-” buttons to select Channel 2. Press the PTT button to end channel selection.



TRANSMITTING

1. Before transmitting, listen to see that the channel is clear (no talking).
 2. When receiving a signal, wait until the signal stops before transmitting. The radio cannot transmit and receive simultaneously.
 3. Press the Push To Talk (PTT) button to begin your transmission. To confirm transmission the LED will illuminate red.
 4. For best transmitted speech quality, you must talk directly into the radio's microphone at around 5-8cm between your mouth and the radio.
 5. Wait a couple of seconds before starting to speak.
 6. When the transmission is finished release the PTT button.
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RADIO CHECK

This procedure should be performed each time you are issued with a radio to use for a session and after any power on/power off.

1. Perform steps 4, 5, and 6 above.
2. Say “<Their Name> this is <Your Name> Radio Check Please **Over**”.
3. Release the talk button.
4. Wait for response. If no response after a minute perform steps 1,2 and 3 again.
5. You will get the response “<Your Name> this is <Their Name> **Reading You Loud and Clear. Out**”

You now know that your radio is working and that others can hear you and speak to you.



NORMAL CONVERSTATION

This procedure should be performed each time you wish to communicate with another party.

1. Say “<Their Name> this is <Your Name> Over”.
 2. Wait for response. If no response after a minute perform step 1 again.
 3. You will get the response “<Your Name> this is <Their Name> Go Ahead, Over”.
 4. Say “<Their Name> this is <Your Name> <Your Message>, Over”.
 5. You will get the response “<Your Name> this is <Their Name>, <Response to Your Message>, Over”.
 6. Steps 4, and 5 can be repeated as many times as needed to complete your conversation.
 7. When you are finished you close the conversation by saying “<Their Name> this is <Your Name>, Out”.
 8. To begin another conversation start at step 1 again.
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EMERGENCY **CODE RED**

This procedure should be used in an emergency. See later section for guidance on when to use. IF IN DOUBT CALL THE **CODE RED**: IT CAN ALWAYS BE CLOSED DOWN.

1. Press the PPT button and say **"CODE RED, CODE RED <SESSION MANAGER> this is <Your Name>, <Your Message>, Over"**.
2. If you are bringing a casualties into shore proceed but if you get no response, try again after a minute.
3. You will get the response **"CODE RED, CODE RED <Your Name> this is <SESSION MANAGER>, <Session Managers Message>, Over"**.
4. Steps 1, and 3 can be repeated as many times as needed to complete your conversation.

ONCE YOU HAVE STARTED A **CODE RED** CALL IT CAN ONLY BE CLOSED BY THE SESSION MANAGER.



CLEARING A **CODE RED**

This procedure should be used to close down a **CODE RED**. It is only performed by the SESSION MANAGER.

1. The Session Manager will say **<SESSION MANGER> to All Stations CODE RED CLOSED, CODE RED CLOSED"**.

Normal radio traffic can now resume.



EMERGENCY **CODE RED** ETIQUETTE

1. A **CODE RED** call is the equivalent of a Mayday: It is very serious.
2. Never use **CODE RED** unless there is **an emergency**.
3. If you hear a **CODE RED** call and are not involved, you must maintain radio silence. Unless you are invited into the **CODE RED** by the Session Manager.
4. Listen to the **CODE RED** Traffic and make sure that you keep clear of the boat(s) involved and their intended passages.
5. Try to avoid returning to the pontoons unless you are instructed to do so by the shore team.
6. The Session Manager will tell the Safety Team which pontoon to deliver their casualty to.



EMERGENCY **CODE RED**

WHEN TO USE

You should always Call a **CODE RED** if there is a:

- Capsize
- Medical incident where medical attention is required
- Boat is sinking
- A Client or Volunteer is in (or has been in) the water

If you have called a **CODE RED** you need to tell the Session Manager:

- How many casualties you are bring back.
 - In how many boats.
 - What is wrong with them.
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YOUR NAME and THEIR NAME

The following are the names normally assigned to radios on a WS session. Do not use your own Surname or Christian name.

PONTOON (The session manager on a normal call or the stand in Pontoon Manager during a CODE RED).

SESSION MANAGER (The Session Manager during a CODE RED).

SAFETY (any one of the crew of the RIB).

COMMANDO <No.> (any one of the crew of Commando <No.>).

PIONER (any one of the crew of the PIONER).

STRATOS <No.> (any one of the crew of Stratos <No.>).

VENTURE (any one of the crew of the RS Venture).

VICTORY (any one of the crew of the White Lugger).

TARKA (any one of the crew of the Blue Lugger).

LONGBOAT (any one of the crew of the Longboat).

RECEPTION (any of the team in the club house).

RACE HUT (any of the team in the race hut).
