

Precision Roleplay Gaming Group

SOG's and SOP's

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Section 1

Community Policies/ Manuals

1.1 Membership Policy

Precision Roleplay is a Non-Profit Organization created by Shane McGowan and Justin Brown. This community was founded to be both realistic with role play, but yet to have fun outside of our role play. The members in Precision Roleplay no matter rank, age, race, gender, etc. are to keep it this way! All members are asked to be polite, kind, and respectful to all members regardless of race, age, rank, gender, etc. We ask that if you have an issue with a member whether it be Command Staff, Staff, or a regular member, that you talk to said member or bring the issue to the Internal Affairs Unit. After you are accepted into Precision Roleplay you have two options when you join, the first option is to be an Active Member. To be considered an Active Member you must meet the criteria below;

-Active Member:

To be an active member you **have** to be on the Teamspeak at least 3 times a week for 20 minutes. You also **must** be at at least one Official Patrol a week, which includes Briefing, the entire patrol, and De-Briefing. Also any meeting, drill, or training that the member(s) has signed up for, been voted in, or is mandated to attend, they are to be there. If the member(s) can not attend for any reason, they **must** first talk to the person in-charge of that event. The member(s) **must** give a reason for not being able to attend as well as scheduling a make up date. If the member(s) does not contact the person in-charge of that event they are subject to repercussions.

The second membership option is to be an Inactive Member. This status is not chosen by you the member(s) they have to request this status. They **must** E-Mail **Director Brown** jbrown@precisionroleplay.org and within this E-Mail you **must** include your reason, an estimate time that you will wish to become an Active

Member again, and you **must** get a Supervisor to reference you and vague that you will return. The following rules and guidelines **must** be followed during the Inactive Member status;

-Inactive Member:

- You may **not** apply for any other online gaming community, clan, etc for Grand Theft Auto.
- You may **not** be on any other online Grand Theft Auto communities, clans membership roster.
- You **must** keep in contact with a member of Command Staff, updating them on your status with the community, and letting them know when you think you will be back.
- You **must** come on TeamSpeak at least once a Month for 20 minutes.

If you are caught violating any of these rules and regulations you **will** be permanently dismissed from Precision Roleplay!

As a member of Precision Roleplay you are obligated to report any suspicious activity of any other members to a member of Command Staff. This means that if you hear someone hinting or openly admitting to breaking any rules, regulations, or policies, you **must** report it within 24 hours. Last but not least you may **not** under any circumstances apply for any other online gaming community/ clan or be on any other online Grand Theft Auto communities/ clans membership roster!

1.2 Equality Policy

I

One of our major rules in Precision Roleplay is respect of other members, community friends, etc, and discrimination is no different. You as a member may not discriminate against ANY member, no matter sex, sexual orientation, race, color, nationality, ethnic origin, religion, age, marital status, or mental/physical disability. All Command Staff and members of Precision Roleplay are responsible

for ensuring that where decisions are made concerning an individuals (e.g. promotion, employment, training, hobbies, etc.) there is no indication of:

- Personal prejudices influencing decisions
- Indirect discrimination of any kind

II

The Director of Internal Affairs (Jason Streyder) has the ultimate responsibility for enforcing and making sure that all members follow the guidelines created. Precision Roleplay has the right to deny any application (e.g. joining Precision Role Play, being promoted, etc.), or any training process (e.g. Cadet, rank promotions, etc.), but an explanation **MUST** be given to a Command Staff Member, if requested, within 48 hours or else the denial will be void. Precision Roleplay is an equal opportunity organization and makes decisions on the basis of quality. Regardless of the location of an Equality Policy violation (Teamspeak, in-game, forums, etc.) it is required by the member, community friend, staff member, etc. to report the incident to a Command Staff or Internal Affairs member within 24 hours of the incident. You **MUST** report the victim, and the name of the person who violated the policy. You **MUST** also report the time and location of the incident. However you can do it without your name being used. Only will the command staff be able to see it.

III

Immediately after the incident was reported the file and investigation will take place. Once all of the evidence has been investigated the decision will be made by the Director of Internal Affairs, concerning whether reasonable grounds exist to believe that discrimination had taken place. As a member of Precision Roleplay you are obligated to cooperate within the investigation process. Precision Roleplay considers any conduct based on unlawful discrimination to be a major offense, which can and will result in disciplinary actions.

1.3 Communications Policy

The Precision Roleplay Communications System provides a central point of contact for the dispatch of public safety services for emergency needs. This

includes, but is not limited to Emergency Medical Services, Fire Department, and Police Services for incidents or events which originate within the virtual boundaries of Precision Roleplay.

I

CONTROL OF COMMUNICATIONS OPERATIONS

1.1 Purpose - Standard procedures will be used by all concerned for handling messages by radio's, channel communication, and private messages. Use of standard procedures will conserve on-the-air time and will permit accurate, brief and rapid transmission of essential information. Careless procedure and lack of circuit discipline causes delay, confusion and unnecessary transmissions.

1.2 Circuit Discipline - The Communications Center Shift Supervisor/ Dispatch Supervisor is responsible for maintaining circuit discipline; for handling radio's, channel communication, and private messages rapidly; for determining the order of priority in which transmissions will be made; and for directing and controlling the use of all frequencies.

1.3 Communications involving the safety of life and/or property are to be afforded PRIORITY by all dispatchers.

1.4 Only such calls as are authorized by the Rules in the Radio Traffic section may be transmitted. False calls, false or fraudulent distress signals, unnecessary and unidentified communications, obscene, indecent and profane language, and the transmission of unassigned call signals are specifically prohibited. Radios are primarily authorized to transmit commThe Precision Roleplay Communications System provides a central point of contact for the dispatch of public safety services for emergency needs. This includes, but is not limited to Emergency Medical Services, Fire Department, and Police Services for incidents or events which originate within the virtual boundaries of Precision Roleplay.

II

CONTROL OF COMMUNICATIONS OPERATIONS

2.1 Purpose - Standard procedures will be used by all concerned for handling messages by radio's, channel communication, and private messages. Use of standard procedures will conserve on-the-air time and will permit accurate, brief and rapid transmission of essential information. Careless procedure and lack of circuit discipline causes delay, confusion and unnecessary transmissions.

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2.4 Only such calls as are authorized by the Rules in the Radio Traffic section may be transmitted. False calls, false or fraudulent distress signals, unnecessary and unidentified communications, obscene, indecent and profane language, and the transmission of unassigned call signals are specifically prohibited. Radios are primarily authorized to transmit communications directly related to public safety and the protection of life and property and to official public safety activities. Enforcement of these regulations is left to the dispatcher.

2.5 Operators are required to listen to (monitor) the frequency on which they intend to transmit for a sufficient period of time to ensure that their transmission will not cause harmful interference to others who may be using the frequency.

2.6 Each station must be identified by transmitting the Precision Roleplay assigned call sign during each transmission or exchange of transmissions.

2.7 ALL RADIO TRANSMISSIONS MUST BE RESTRICTED TO THE MINIMUM PRACTICAL TRANSMISSION TIME.

III

COMMUNICATIONS CENTER STATUS

3.1 PRIORITY message will be given the highest consideration over all other messages. However, the use of the PRIORITY category will be restricted to the type of emergency where life or personal injury is at stake or critical situations requiring immediate additional assistance.

3.2 In the event that any unit has priority message for the Communications Center, the unit shall call the Communications Center in the following manner:

EXAMPLE: 123, PRIORITY.

At this point in time, the Dispatcher will award the unit Priority channel. This indicates to all other emergency service members that their transmissions will be put on hold, less they also meet the requirements of a PRIORITY call. In this instance the Shift Supervisor or Dispatch Supervisor will take over the first PRIORITY call allotting the Dispatcher or Senior Dispatcher to take over the second PRIORITY call.

IV

BASIC RULES FOR VOICE OPERATION

4.1 Listen before transmitting to make certain the channel is clear of mobile and base traffic, and organize your thoughts before transmitting. The over-eager operator is a source of wasted time and confusion.

4.2 Keep all transmissions brief and to the point. Avoid long-winded descriptions and unnecessary repetition. Accuracy, brevity are all important and they should be considered in that order.

4.3 Speak distinctly and pronounce words carefully. Speak at moderate speed using your conversational tone of voice with natural emphasis and rhythm. Messages should be spoken by phrases, not one word at a time

4.4 Make sure the microphone switch is fully depressed and pause briefly before starting to talk. Hold mobile microphones close, but not touching the mouth and talk directly into it - not across it. Talk at the conversational level - do not shout.

4.5 During all radio operations, remain calm. Be careful to avoid uncivil, angry, abusive, derogatory or sarcastic remarks or language. When faced with such a situation, maintain control. Don't attempt to retaliate - proceed with the business at hand.

V

STANDARD WORDS AND PHRASES

ADVISE - Give this message to/or provide me with the necessary information.

AVAILABLE - Unit is returning from a non-available status or leaving the scene of an incident.

PRIORITY - A message of paramount importance involving an emergency where life or personal injury is at stake or critical situations requiring immediate assistance.

SAY AGAIN - Repeat your last message.

STANDBY - Listen, but do not transmit until directed

VI

UPGRADE/DOWNGRADE AUTHORITY

6.1 At the discretion of the Shift Supervisor/Dispatch Supervisor an upgrade or downgrade of incident response can occur.

6.2 UPGRADE - If incident reports from the public to the Communications Center indicate the potential for needs beyond the initial alarm response, the Supervisor may upgrade alarm response as deemed appropriate. This may include multiple injury motor vehicle accidents, large multi-occupancy or multi-property incidents with potential mass casualty reports.

6.3 DOWNGRADE - during thunderstorms, adverse weather conditions or localized power outages, the Supervisor may consider downgrading first alarm responses for automatic detection devices. Downgrades may occur in localized areas of the city where obvious conditions exist and multiple automatic alarms are received. This downgrade

would preferably be a single engine company dispatch for investigation purposes. This would help prevent the depletion of resources for actual emergency situations. Upgrade to full alarm response will occur if the conditions or situation warrants. Downgrade conditions will cease upon the conclusion of the adverse weather conditions.

VII

ALERTING OF PERSONNEL OF HAZARDOUS SITUATIONS

7.1 ALL emergency responders are to alert dispatch in the case of any hazardous situation. This includes but is not limited to: Life threatening situations, possible building collapse, officer/ firefighter or medic in trouble, etc. The dispatcher has the responsibility of alerting a supervisor immediately.

7.2 In this instance the dispatcher will alert ALL units on the call and depending on the circumstances the dispatcher may evacuate an area until a command post can be set up and a more strategic offensive be put in place (contingent upon what Supervisors call for).

1.4 Recording Policy

I

If you would like to record an official patrol or any in game official clan event, you must receive permission from one of the two Media Directors. If you are found recording without permission during an Official Patrol or official clan event, you will be put on one to two week probation or will receive a one week suspension. Also, to record any in game clan events, you must let everyone in the game know you are recording, once you get permission. If more than half of the lobby does not want to be recorded, you may not record. If less than half of the lobby does not want to be recorded, then those people may leave the game.

II

No one may record the teamspeak server audio at any time without given consent from the Director. This includes the teamspeak server ts.precisionroleplay.org, voice.precisionroleplay.net, and voice.precisionroleplay.org. If you break this rule you will be placed on an automatic five day suspension! Command staff however, may record meetings or incidents that may occur, without consent from members (because the recordings will be uploaded behind a username and password login and used only for incident reports or meeting records).

1.5 Social Media Policy

I

Precision Roleplays Official GroupMe, Facebook, or any other Social Media is to be used only for official alerts and *friendly chat* between members of the clan and alerts for events from Command Staff. No persons should talk about someone else in the GroupMe, Facebook, or any other Social Media, whether it be good or bad, because they know that they are not a part of the GroupMe system or even if the person is part of the GroupMe system. Also, there is to be no name calling, making fun of other users, or other ways of “belittling” someone. The GroupMe, Facebook, and any other Social Media is provided to our members as a way for them to communicate with each other and have friendly chats. This service is considered fully optional, and not required for anyone, however it is highly recommended.

II

If any member(s) is caught using the social media to talk behind someone’s back or disrespect another member, they will be removed from the social media and written up for their actions.

1.6 Command Staff Policy

I

Justin Hilton is now the sole Technical Administrator. Tech team will handle all of the server involved actions in the community. Teamspeak Server will be managed and operated by Justin Brown. This being said, all members of command staff (Shane McGowan, Justin Brown, and Justin Hilton) are to have knowledge of the passwords for all servers and ServerQuery at all times. No one from command staff is to be denied permission to see these passwords. If members of command staff, which are not also members of the Tech Team, would like to make changes to the servers, they must first let Justin Hilton know of the changes they plan on making/have made. Any changes being made to the Teamspeak must first be approved by Justin Brown.

II

There is to be only three members of the Teamspeak server which have the permission “Server Manager” at any given time. These people should all be members of Command Staff as well. As of right now, current members of command staff are:

1. Shane McGowan (Retired Director)
2. Justin Brown (Director)
3. Justin Hilton (Deputy Director)

II.I

A member of command staff should remember to revise this document according to any changes made in command staff, as well as provide members with the location of the revised document. The “Server Manager” permission is not to be taken away from any member of command staff under any circumstances. This will only be taken away from a command staff member if that member is kicked from command staff. At that point, the member is to have their “Server Manager” permission revoked, however, they may retain all other ranks, excluding Tech Team, if applicable. If something were to happen and a member of Command Staff was permanently removed from the community, then current Command Staff members will decide who they think should be a new candidate for Command Staff. Once current Command Staff members have elected a candidate, there must

be a community wide vote to decide if that person will retain the Command Staff position.

***Note: Decisions made by Retired Director, Deputy Director or the 1st and 2nd Assistant Directors can be directly overridden by the Director.**

Section 2

PRP Rank Structure

2.1 Command Staff

Command Staff is the head of Precision Roleplay. Command Staff is here to oversee the community and make changes as needed. Command Staff is not here to be used as Internal Affairs!

Ranks Structure

Director: The Director is the Owner and head of Precision Roleplay! He or she will also supervise the Command Staff, and can override any decisions made by Command Staff. In addition the Director holds any above permissions given to them by the policies. This person will also be incharge of the Emergency Services Divisions.

Deputy Director: He or she assists the Director in overseeing the community. He or she will also take the role of the Director when the Director and Retired Director is absent or is on a Leave of Absence. However all efforts should be made by the Deputy Director to inform the Director of any ongoing changes. This person will also be incharge of the Administration Departments.

1st and 2nd Assistant Directors: He or or she assists the Director, Deputy Director, and Retired Director with anything needed. This position is a training position in Command Staff.

Retired Director: The Retired Director will be the person who will take the role of the Director when he/she is out of office. He/she will be considered to be the second Director, however this person will not override the Directors decisions.

General of Precision Roleplay: See section 2.1 Director

General: See section 2.1 Deputy Director

Lieutenant General: See section 2.1 Retired Director

Major General: See section 2.1 1st and 2nd Assistant Director

Brigadier General: See section 2.1 1st and 2nd Assistant Director

2.2 Community Ranking

Colonel: *Awarded by Command Staff*

Lieutenant Colonel: *Awarded by Command Staff*

Major:

Captain:

First Lieutenant:

Second Lieutenant:

Command Sergeant Major: *Mike Thompson*

(Addressed as “Command Sergeant Major (last name)”)

Sergeant Major: *Mike Tatulli*

(Addressed as “Sergeant Major (last name)”)

First Sergeant: *Jason Streyder*

(Addressed as “First Sergeant (last name)”)

Master Sergeant: *Hunter Jones*

(Addressed as “Master Sergeant (last name)”)

At this rank you are able to take on more leadership responsibilities. This means that you are able to assign ranks below you to certain tasks. You are also urged to delegate your powers for projects, tasks, etc. to lower ranking members. This helps reinforce chain of command since they will be reporting to their superior and it will eventually make it up to you.

Sergeant First Class: *Kyle Decorrevont*

(Addressed as “Sergeant First Class (last name)”)

When you reach this rank you are allowed to take on more responsibilities within Precision Roleplay. You are now able to file Membership write-ups. When you have an issue with a member or a member comes to you with an issue you are to report to Internal Affairs as soon as possible. Once the Incident report is filed and Internal Affairs gives you the permission to apply a membership write up on the person(s) involved in the incident.

Staff Sergeant: *Fabian Herrera*

(Addressed as “Staff Sergeant (last name)”)

Within this rank you are a full fledge staff member. You are to look over all of the Sergeants and all ranks below this rank. You are to report to your Sergeant First Class with all information that your Sergeants report to you that you do not have the authority to handle.

Sergeant: *Niko Stefani*

(Addressed as “Sergeant (last name)”)

Welcome to the first of many Sergeant ranks, Here you are considered to be a Staff member that is learning how Staff functions, You are allowed to staff meetings as well as staff related activities. You are a figure of authority and you are to act professional at all times and make sure all members follow their role in the community. You are to report to your Staff Sergeant with any issues you see that is not within your authority to handle.

Corporal: *Brandon Young*

(Addressed as “Corporal (last name)”)

During this rank you are urged to apply for Administration divisions such as the Department of Training, Media Relations Unit, etc. You are also obligated to help out the members below you and explain to the certain situations. You are a guide for them and they will be told to go to you first with any questions. If you feel that you cannot handle a question or situation take it to your Sergeant.

Private First Class: *Jon Merchant*

(Addressed as “Private First Class (last name)”)

Once you have completed your Probationary period you are now recognized as a Private First Class. During this rank you are a full fledged member and are allowed to apply for promotions in your divisions.

Pending: *Mathias Santos, Brandon Peterson*

This rank is for if you are on an LOA (leave of absence) or have a pending Internal Affairs/ disciplinary case against you.

Private: *Max Disney, Nick Fearn, Zach Baldino, Jakhari Boyd, James Parker*

(Addressed as "Private (last name)")

Probationary Member with Precision Roleplay. During your Private stage you are to complete all trainings required of your division. Until you pass your trainings this will be your rank.

Recruit: *Everyone Else*

(Addressed as "Recruit (last name)")

This is the default rank in the Community.

2.3 Emergency Services Ranking

Liberty City Police Department

PD Colonel: The Colonel is the head of the Police Dept. He/she has the final say in any in-game decisions regarding the Police Dept. This person is also in-charge of the training guidelines, rank structure, promotions, etc. However if any major changes need to be made the Colonel will address the Director of the community first, with all necessary information.

PD Lieutenant Colonel: The Lieutenant Colonel is the assistant to the Colonel. He/she will be in assistance to the Colonel in any situation regarding the Police Dept. He/she will also be able to make any necessary promotions/demotions within the Police Dept. without notifying the Colonel first. However if the Colonel would wish to have an explanation the Lieutenant Colonel **MUST** give one at the time of question.

PD Major: The Major is a chosen position made by the Colonel. He/she will be the assistance to the Lieutenant Colonel with anything needed at the specific time. The Asst. Chief may promote/demote members without consent from the Colonel or Lieutenant Colonel.

PD Captain: The Captain is a position chosen by the Colonel or Lieutenant Colonel. He/she will be responsible for supervising other supervisors in the P.D rank structure as well as non-supervisors if needed. He/she may make requests to the Colonel or Lieutenant Colonel for promotions or demotions in the P.D rank structure which must be considered.

PD Lieutenant: The Lieutenant is responsible for lead supervision of Non-supervisors in the P.D rank structure as well as a supervisor of any Sergeant, Staff Sergeant, or Sergeant First Class. He/she can request the Promotion or Demotion of any P.D member. He/she can also promote an Officer to a Sergeant or demote a Sergeant to an officer if they notify the Lieutenant Colonel or Colonel.

Sergeant First Class: The Sergeant First Class helps the Lieutenant supervise the non-supervisors of the Police Department. Can override the Staff sergeant or Sergeant first class. Can request promotions or demotions.

Staff Sergeant: The Staff Sergeant supervises non-supervisors of the Police Department. They can also override the Sergeant or Sergeants. Can request promotions or demotions to their Lieutenant.

Sergeant: The sergeant is usually a supervisor in training and can help supervise non-supervisors of the Police Department.

Corporal: A rank to show to use whether you're ready to be a supervisor in training (Sergeant). These people usually are active and respected.

Officer: The officer has no supervisory responsibilities and has a duty to keep the streets of Liberty City safe.

Probationary Officer: A Pre-Officer, an officer in training. Just learning the ropes but has been trained.

Cadet: Has no training but may ride along in patrols. Usually striving to be trained and become an officer.

Fire Department of Liberty City

FD Chief: The Chief is the head of the Fire Dept. He/she is in-charge of all operations in and out of game pertaining to the Fire Dept. The Chief must also keep records of all Firefighters and their training. He/she is the only one who can make the final decision of Fire Dept, skins, vehicles, and tools.

Deputy Chief: The Deputy Chief is in charge of all officers of the Dept as well as keeping members up to date on their training. This person may take charge of drills, training sessions, or calls (in the absence of the Chief, or if stated otherwise by the Department Chief). The Deputy Chief may also have a say in the skins of vehicles, new trucks, and tools, however

this person does not have the final say. The Deputy Chief may also promote/demote members without consent of the Chief.

Asst. Chief: The Asst. Chief is a chosen position made by the Chief. He/she will be the assistance to the Deputy Chief with member training as well as assisting the Chief with drill sessions and ideas. The Asst. Chief may **NOT** promote anyone without consent from the Chief or Deputy Chief. However the Asst. Chief may demote members of the Fire Dept. without consent of the Chief or Deputy Chief.

FD Captain: The Captain of the Fire Dept. is one who will be the designated officer in the firehouse and on calls. He/She will be in-charge of the apparatus they are assigned to by the Chief, Deputy Chief, or Asst. Chief. The Captain is **NOT** allowed to make any promotions/demotions of members in the Fire Dept.

FD Lieutenant: The Lieutenant is a **training position** for the Line Officers. The person(s) will learn all of the radio communications, how to act as scene command on calls, and how to make decisions on manpower, etc. on the spot.

Firefighter I: The Firefighter rank is for those who have successfully completed the Firefighter 1 training course. Once you become a full Firefighter you will be able to do anything an officer tells you to do on calls unrestricted.

Cadet: Cadets will be able to ride along on calls. They must pass their Firefighter 1 course with an 80% or higher to become a Probationary Firefighter.

Liberty City Emergency Medical Services

EMS Chief: The EMS Chief is the head of all medical incidents in Precision Roleplay. He/she is in-charge of all operations in and

out of game pertaining to the Fire Dept. The Chief must also keep records of all Firefighters and their training. He/she is the only one who can make the final decision of Fire Dept, skins, vehicles, and tools.

EMS Captain: The Captain of the LCEMS is one who will be the designated officer in the firehouse and on calls. He/She will be in-charge of the apparatus they are assigned to by the EMS Supervisor. The Captain is **NOT** allowed to make any promotions/demotions of members in the LCEMS.

EMS Lieutenant:

Paramedic: Lead responder on scene, has highest qualifications needed other than Officer Training.

E.M.T.: Emergency Medical Technician, Trained to perform Basic Life Support (BLS) operations on calls.

Probationary E.M.T.:

Cadet:

Section 3

Administration Departments

3.1 Internal Affairs Unit

3.2 Training

The Training Dept. handles all training that is required to any part of Precision Roleplay. If and when you need training you have to talk to a Field Training Officer (FTO) to receive a training date and time.

Within the Training Dept. we have Field Training Officers (FTO). This rank is to get members to learn what its like to train cadets. If you would like to be a Field Training Officer you have to be at least a Sergeant or a Lieutenant for FD. Then you can set up a Training date and time with the Director of Training.

3.3 Media Relations Unit

The media relations unit takes care of anything related to media. This includes all in game recording, youtube uploads, our youtube channel, and our social media accounts.

3.4 Technology Dept.

The Department of Technology runs all of our servers, website, and any computer issues our members may have. The Tech department will also be assistance to any member having trouble with their PC, Mod Pack (they do not create the mod pack), etc.

Section 4

Divisions

4.1 Liberty City Police Department

The Liberty City Police are the sole law enforcement agency of Liberty City. The goal of the Department is to make Liberty City a better place.

4.2 Fire Dept. of Liberty City

The FDLIC is the last line of defense against fires, car accidents, or any other emergency that the LCPD aren't trained to handle in Liberty City. Our brave men and women save the lives of civilians day in and day out.

4.3 Liberty City Emergency Medical Services

The Liberty City EMS works along side the Fire Department. Everyday we get called to aid people. These calls are unpredictable for when they come in, but we answer these calls to help others in a time of need.

Section 5

Sub Divisions

5.1 Volunteer Fire and EMS

The Fire Department and EMS divisions have a low amount of members due to the fact that most people want to be in the Police division (which is not a problem). So the Chief and Deputy Chief of the Fire Department have decided to have any members become volunteer Firefighters and EMTs. This gives members more training and a better role playing experience with us. They will have the chance to run fire/EMS calls with the Fire Dept. and LCEMS company. These designated people will be given the FDLIC Pager server group during patrols that will alert them to respond to the firehouse to staff an apparatus, whether it would be a medical run or a fire call.

5.2 Rescue Squad

The Fire Department of Liberty City gets countless motor vehicle accidents and a majority of them have victims trapped inside, the vehicle is overturned, and many other tactical rescue assignments. So the FDLIC has decided to open up a Rescue Squad which are a group of elite Firefighter/EMTs that are trained to use the jaws of life to cut people out of cars, perform tactical rescue, and confined space operations. In addition to vehicle accidents, the squad will also assist EMS

on calls as trained EMT's. The members of the Rescue Squad can provide BLS (basic life support) until the ambulance arrives with more medical equipment to help the patient.

5.3 Special Weapons and Tactics

Each and every S.W.A.T member is trained in multiple fields including: hostage negotiation, tactical combat, advanced driving, action under pressure, and more. Members of S.W.A.T. are typically normal officers of LCPD, which, if needed will put on their S.W.A.T. gear, and respond to the call.

5.4 Highway Enforcement of Aggressive Traffic

H.E.A.T. is a specialized traffic enforcement unit. H.E.A.T. stands for Highway Enforcement of Aggressive Traffic. This group will be in-charge of enforcing traffic laws, responding to Motor Vehicle Collisions/Accidents. In addition to that they will investigate MVC/MVA's, set up DUI checkpoints, as well as handling any traffic related-calls.

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