

"SIGNAL-1 AND THE SMART ZONE RADIO SYSTEM"

Written by

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for
GPU Energy

FINAL DRAFT

SCENE 1

SFX: MUSIC BEGINS OVER BLACK

FADE IN:

EXT. WORK SITE #1 - DAY

A GPU ENERGY LINE TRUCK PARKED BY A POLE. INSIDE THE RAISED BUCKET,
A GPU ENERGY LINEMAN NAMED MIKE IS CHANGING A STREETLIGHT HEAD.
HE IS WATCHED BY FRANK, THE CREW CHIEF.

DISSOLVE TO:

SCENE 2

EXT. WORK SITE #1 - DAY

SFX: MUSIC UNDER

MIKE AT WORK. HE SUDDENLY SLAPS HIS NECK IN PAIN.

MIKE

Ow! Damn bees!

FRANK

(REACTING TO MIKE'S CRY OF PAIN.)

You ok?

MIKE

(ANGRY ABOUT BEING BITTEN.)

Yeah, I guess so. I just got stung - whoa!

MIKE'S EXPRESSION CHANGES TO PANIC AS HE STARTS TO HAVE AN ALLERGIC REACTION TO THE BEE STING. HE GASPS FOR AIR.

FRANK

Mike, what's up? What's the matter?

MIKE COLLAPSES IN THE BUCKET WITHOUT ANSWERING.

FRANK (CONT'D)

Oh man! Hang on, Mike, hang on!

CUT TO:

SCENE 3

INT. TRUCK CAB - DAY

FRANK RACES INTO THE TRUCK CAB, PRESSES THE RADIO'S EMERGENCY
BUTTON, AND KEYS THE MICROPHONE.

FRANK

Signal One!

FRANK FREEZES.

DISSOLVE TO:

SCENE 4

OPENING TITLE SEQUENCE

SFX: MUSIC UP FULL

THE FROZEN SHOT OF FRANK NOW HAS A PAINTED LOOK. THE TITLE, "SIGNAL-1 AND THE SMART ZONE RADIO SYSTEM," SLIDES IN AND LANDS ON TOP OF THE SHOT.

DISSOLVE TO:

SCENE 5

EXT. WORK SITE #1 - DAY

SFX: MUSIC UNDER

WE SEE THE FRONT OF THE TRUCK. FRANK IS IN THE CAB, USING THE RADIO. WE DON'T HEAR FRANK, AT THIS POINT HE PROVIDES BACKGROUND ACTION ONLY. INTO THE FOREGROUND STEPS OUR HOST, DAN. DAN IS AN EXPERIENCED LINEMAN AND A DISTRICT SUPERVISOR IN HIS LATE 40'S TO EARLY FIFTIES. HE'S WEATHERED, A BIT GRUFF, AND "DOWN-TO-EARTH." WHILE DAN SPEAKS, FRANK FINISHES HIS RADIO CALL AND HEADS TO THE REAR OF THE TRUCK TO HELP MIKE.

DAN

Signal One. It's a message you hope you never have to send. But when your life or the life of one of your crew is on the line, a properly transmitted Signal One can mean the difference between life and death. GPU Energy's new Smart Zone radio system was designed to make declaring a Signal One a piece of cake. But every new system takes some getting used to, and there's been some confusion over what happens -

SPLIT SCREEN SHOWS MOBILE AND PORTABLE EMERGENCY BUTTONS BEING PRESSED.

DAN (CONT'D)

- when you press the "Emergency" button.

DISSOLVE TO:

SCENE 7
(NO SCENE 6)

EXT. WORK SITE #1 - DAY

FRANK WATCHES AN AMBULANCE CREW PLACE A STRETCHER, ON WHICH MIKE IS LYING, INTO THE AMBULANCE. PULL BACK AS DAN ENTERS THE FOREGROUND.

DAN

My job is to clear up that confusion. In the next few minutes you'll learn when and how to declare a Signal One event. I'll also show you how a Signal One effects the radio system.

That's important, because an awful lot happens after you press the "Emergency" button.

And I'll demonstrate what to do if you press the "Emergency" button by accident.

But first, let's see how the new Smart Zone radio system differs from our old system.

DISSOLVE TO:

SCENE 8

TITLE SLATE, "GPU'S RADIO SYSTEM: THEN AND NOW"

SFX: MUSIC UP FULL

THE TITLE SLATES WILL CONSIST OF A FREEZE FRAME FROM THE VIDEO THAT HAS BEEN GIVEN A PAINTED LOOK. THE TITLE TEXT WILL BE SUPERIMPOSED OVER THE FREEZE FRAME.

DISSOLVE TO:

SCENE 9

GRAPHIC SEQUENCE

SFX: MUSIC UNDER

A SERIES OF COMPUTER-GENERATED PAGES ILLUSTRATE THIS SCENE. WE FIRST SEE A NEW JERSEY MAP SHOWING THE OLD RADIO REGIONS AND THE RADIO FREQUENCIES AVAILABLE. THE MAP IS LABELED, "OLD RADIO SYSTEM."

DAN

(VOICE OVER)

The old system assigned four radio frequencies
to each of two regions.

TITLE: "OLD RADIO SYSTEM." MANY RADIOS TRYING TO SHARE A FREQUENCY.

DAN (CONT'D)

This was like forcing hundreds of people to share
one telephone line. If you wanted to use the radio
and the channel was already busy, you had to wait.

THE TITLE CHANGES TO "SMART ZONE RADIO SYSTEM." WE SEE THE NEW JERSEY MAP WITH A COMPUTER THAT REPRESENTS THE COMPUTER-CONTROLLED RADIO SYSTEM.

DAN (CONT'D)

The new radio system is computer-controlled,
or "trunked."

(MORE)

TITLE: "SMART ZONE RADIO SYSTEM." ADD REGIONS AND FREQUENCIES TO MAP.

DAN (CONT'D)

There are now 16 frequencies. Under normal conditions they're divided evenly between the north and south.

TITLE: "SMART ZONE RADIO SYSTEM." COMPUTER ASSIGNS FREQUENCIES.

DAN (CONT'D)

The computer automatically assigns each conversation to an available frequency.

This eliminates the old "party line" situation.

THE TITLE CHANGES BACK TO "OLD RADIO SYSTEM." A RADIO TRANSMISSION IS RECEIVED BY ALL RADIOS TUNED TO THE SAME CHANNEL.

DAN (CONT'D)

With the old radio system, radio transmissions weren't selective. Radios set to the same channel received all the messages sent on that channel. And that meant you had to cope with a lot of distracting radio chatter.

(MORE)

OPTIONAL SEQUENCE: THE TITLE CHANGES BACK TO “SMART ZONE RADIO SYSTEM.” SHOW DIRECT TRANSMISSIONS BETWEEN SINGLE RADIOS.

DAN (CONT'D)

(OPTIONAL VO)

The Smart Zone system is selective.

One radio can transmit directly to another

without bothering anyone else.

TITLE: “SMART ZONE RADIO SYSTEM.” WE SEE ONE OR TWO TALK GROUPS BEING FORMED. SOME RADIOS ARE NOT PART OF THE TALK GROUPS.

DAN (CONT'D)

The Smart Zone system is selective.

When one radio needs to stay in touch with a

select group of radios, a “talk group” call is used.

TITLE: “SMART ZONE RADIO SYSTEM.” A RADIO THAT BELONGS TO THE TALK GROUP TRANSMITS, AND ONLY THE TALK GROUP MEMBERS RECEIVE THE TRANSMISSION.

DAN (CONT'D)

Messages sent by radios within the talk group

are received only by other talk group members.

(MORE)

THE TITLE CHANGES BACK TO “OLD RADIO SYSTEM.” WE SEE TWO LINE TRUCKS. A RADIO TRANSMISSION FROM ONE TRUCK TO ANOTHER FALLS SHORT. THE MESSAGE IS THEN RELAYED FROM ONE MOBILE UNIT TO ANOTHER BY THE OPERATOR OF A BASE STATION.

DAN (CONT'D)

Under the old system, mobile units had a limited range. When one mobile unit wanted to talk to another, the message sometimes had to be relayed by the operator of a base station.

CHANGE TITLE TO “SMART ZONE RADIO SYSTEM.” WE SEE MOBILE UNITS CONNECTED BY A SERIES OF REPEATERS.

DAN (CONT'D)

The Smart Zone system features a series of simulcast repeaters. Thanks to these repeaters, mobile units can be linked directly across wide areas.

DISSOLVE TO:

SCENE 10

EXT. WORK SITE #1 - DAY

DAN IS SITTING ON THE STEP LEADING TO THE TRUCK CAB.

DAN

Now that you have a basic idea of how the new
radio system works, it's time to talk about the
Signal One code.

GRAPHIC: TEXT SCREEN READS, "SIGNAL-1: DECLARED DURING EXTREME
EMERGENCIES."

DAN (CONT'D)

At the risk of telling you something you already
know, a Signal One is declared only during extreme
emergencies.

GRAPHIC: TEXT SCREEN READS, "EXTREME EMERGENCIES: ACCIDENTS INVOLVING
GPU ENERGY PERSONNEL, CONTRACTORS, PROPERTY, EQUIPMENT."

DAN (CONT'D)

Extreme emergencies are accidents involving
GPU Energy personnel, contractors, property
and equipment.

DISSOLVE TO:

SCENE 11

EXT. WORK SITE #1 - DAY

DAN

CU DAN, STILL SITTING ON STEP.

Now, if you're on the job and you witness
an accident that doesn't involve GPU -
say a pedestrian is hit crossing the street -
then sure, call it in. Just don't declare a
Signal One. Radio your home office and have the
clerk dial 911. You'll get help to the scene quickly
without tying up the GPU radio system and
inconveniencing your coworkers.

DISSOLVE TO:

SCENE 12

TITLE SLATE, "SIGNAL-1 EVENT."

SFX: MUSIC UP FULL

DISSOLVE TO:

SCENE 13

EXT. WORK SITE #1 - DAY

SFX: MUSIC UNDER

FRANK AND MIKE ARE AT THE BACK OF THE TRUCK CONDUCTING A TAILBOARD DISCUSSION (TALKING ABOUT THE UPCOMING JOB).

FRANK

The first job we've got today is changing
out this streetlight head.

THEY BOTH LOOK UP AT THE STREETLIGHT.

MIKE

Okay. That's a One-Fifty "Cobra" head, right?

FRANK

You got it.

DISSOLVE TO:

SCENE 14

EXT. WORK SITE #1 - DAY

THIS IS A WIDER ANGLE ON THE REAR OF THE TRUCK. FRANK AND MIKE CONTINUE THEIR TAILBOARD DISCUSSION. THEY ARE NOW BACKGROUND ACTION ONLY. DAN ENTERS THE FOREGROUND.

DAN

Proper planning is the key to success in any job.

It's also the key to success in dealing with

an emergency.

DISSOLVE TO:

SCENE 15

EXT. WORK SITE #1 - DAY

TILT UP FROM FORM TO CLOSER ANGLE ON FRANK AND MIKE.

FRANK

Let's get to it.

MIKE

Sure thing. Oh, by the way, where the heck
are we?

FRANK

We're in Boonton District, on Fanny Road,
a half mile north of the Route 206 intersection.

PAN AWAY FROM FRANK AND MIKE TO DAN

DAN

When you've got an emergency in the field
you don't have time to play "hide and seek."
But that's just the kind of dangerous game you'll be
playing if you can't tell rescue crews how to find you.
In order to get help quickly you've got to know where
you are and how you got there. And make sure you
know the district you're in.

(MORE)

DAN (CONT'D)

You see, more of us are roaming from district to district during the course of our work these days, and the district you're assigned to may not be the district you're in when trouble strikes. Knowing which district you're working in helps to pinpoint your location and summon the help that's closest to you. Now, let's go through the Signal One procedure step-by-step. I'll show you what happens out here in the field and what goes on "behind the scenes."

DISSOLVE TO:

SCENE 16

EXT. WORK SITE #1 - DAY

MS, MIKE AT WORK. HE SUDDENLY SLAPS HIS NECK IN PAIN.

MIKE

Ow! Damn bees!

FRANK

(REACTING TO MIKE'S CRY OF PAIN.)

You ok?

MIKE

(ANGRY ABOUT BEING BITTEN.)

Yeah, I guess so. I just got stung - whoa!

MIKE'S EXPRESSION CHANGES TO PANIC AS HE STARTS TO HAVE AN ALLERGIC REACTION TO THE BEE STING. HE GASPS FOR AIR.

FRANK

Mike, what's up? What's the matter?

MIKE COLLAPSES IN THE BUCKET WITHOUT ANSWERING.

FRANK (CONT'D)

Oh man! Hang on, Mike, hang on!

FRANK SCRAMBLES OFF THE TRUCK AND EXITS.

CUT TO:

SCENE 17

EXT. WORK SITE #1 - DAY

FRANK RACES PAST ON HIS WAY TO THE TRUCK CAB.

CUT TO:

SCENE 17A

INT. WORK SITE #1 - DAY

FRANK YANKS OPEN THE DRIVER'S SIDE DOOR AND CLIMBS INTO THE CAB.

CUT TO:

SCENE 18

INT. TRUCK CAB - DAY

FRANK YANKS OPEN THE DRIVER'S SIDE DOOR, CLIMBS INTO THE CAB,
AND REACHES FOR THE RADIO'S EMERGENCY BUTTON.

CUT TO:

SCENE 19

INT. TRUCK CAB - DAY

CU, EMERGENCY BUTTON. FRANK'S FINGER PRESSES THE BUTTON.

SFX: RADIO BEEP

THE SHOT FREEZES.

DAN

(VOICE OVER)

Ok, hold it right there. He's pushed the
"Emergency" button.

ADD TEXT TO SHOT: "EMERGENCY BUTTON PUSH INITIATES EMERGENCY ALARM."

That means he's initiated an Emergency Alarm.

DISSOLVE TO:

SCENE 20

INT. TRUCK CAB - DAY

CU, THE WORD "EMERGENCY" ON DECLARING RADIO'S DISPLAY PANEL.

DAN

(VOICE OVER)

At this point, the declaring radio will display
the word, "Emergency."

DISSOLVE TO:

SCENE 21

GRAPHICS SEQUENCE

GRAPHIC REPRESENTATION SHOWS EMERGENCY ALARM SIGNAL LEAVING THE TRUCK AND REACHING SYSTEM OPERATIONS. THE SIGNAL BYPASSES THE DISTRICT OFFICE, OTHER VEHICLES AND OTHER PEOPLE IN THE AREA.

DAN

(VOICE OVER)

At the same time, the Emergency Alarm
signal is sent to the System Operations radio
consoles in Morristown and Allenhurst.

DISSOLVE TO:

SCENE 22

EXT. WORK SITE #1 - DAY

CU, DAN.

DAN

You might want to shield your ears for
a moment.

DISSOLVE TO:

SCENE 23

INT. SYSTEM OPERATIONS - DAY

SFX: EMERGENCY ALARM - VERY LOUD

THE SYSTEM OPERATOR IS SEATED AT HIS CONSOLE. DAN WALKS INTO THE FOREGROUND.

DAN

As you can hear, there's no way the
System Operator can ignore the
Emergency Alarm. The alarm prompts
the System Operator to check his
computer screen.

DISSOLVE TO:

SCENE 24

INT. SYSTEM OPERATIONS - DAY

CU, SYSTEM OPERATOR'S COMPUTER SCREEN. IT SHOWS THE DEPARTMENT AND VEHICLE NUMBERS ASSOCIATED WITH THE DECLARING RADIO.

DAN

(VOICE OVER)

Radios assigned to company vehicles transmit the current department and vehicle numbers directly to the System Operator's console. This combination of letters and numbers is called an "alias."

DISSOLVE TO:

SCENE 25

INT. SYSTEM OPERATIONS - DAY

DAN IS IN THE FOREGROUND, THE SYSTEM OPERATOR IS IN THE BACKGROUND.
DAN HOLDS UP A PORTABLE RADIO.

DAN

Portable radios transmit the department
number only. This is an important
difference we'll talk about later.

Anyway, now that the Emergency Alarm
has been received, the System Operator
monitors his radio and waits.

DISSOLVE TO:

SCENE 26

INT. TRUCK CAB - DAY

MS, FRANK. HIS FINGER LEAVES THE EMERGENCY BUTTON, THEN HE REACHES FOR THE MICROPHONE.

DISSOLVE TO:

SCENE 27

INT. TRUCK CAB - DAY

CU, FRANK'S HAND PICKS UP MICROPHONE AND KEYS IT. THE SHOT FREEZES.

DAN

(VOICE OVER)

This is what the System Operator is waiting for.

ADD TEXT: "MICROPHONE BUTTON TRANSMITS EMERGENCY CALL."

DAN (CONT'D)

With a press of the microphone button, Frank

has transmitted an Emergency Call signal.

DISSOLVE TO:

SCENE 28

GRAPHICS SEQUENCE

THE DECLARING RADIO, SYSTEM OPERATIONS, THE DISTRICT OFFICE AND OTHER RADIOS IN THE AREA FORM A SIGNAL-1 TALK GROUP.

DAN

(VOICE OVER)

As a result of the Emergency Call, the radio system automatically forms a Signal One talk group.

HIGHLIGHT THE TALK GROUP MEMBERS AS THEY ARE MENTIONED. THE DECLARING RADIO IS TUNED TO A NORTHERN TALK GROUP, SO WE SEE THAT RADIOS TUNED TO SOUTHERN FREQUENCIES ARE EXCLUDED.

DAN (CONT'D)

The talk group includes the declaring radio, System Operations, and district offices. If the declaring radio is tuned to a northern region talk group, all other radios tuned to northern region talk groups are included. This happens even if the declaring radio is physically located in the south.

(MORE)

CHANGE GRAPHIC TO SHOW THE DECLARING RADIO IS TUNED TO A SOUTHERN TALK GROUP. ALL RADIOS IN SOUTHERN REGIONS BECOME PART OF THE SIGNAL-1 TALK GROUP; NORTHERN RADIOS ARE EXCLUDED.

DAN (CONT'D)

If the declaring radio is tuned to a southern region talk group, all radios tuned to southern region talk groups become part of the Signal One talk group, even if the declaring radio is physically located in the north.

DISSOLVE TO:

SCENE 29

EXT. WORK SITE #1 - DAY

DAN IS OUTDOORS, WE SEE A PIECE OF THE TRUCK IN THE BACKGROUND.
HE IS CARRYING A PORTABLE RADIO.

DAN

The mobile and portable radios belonging to
the Signal One talk group -

DAN RAISES THE PORTABLE, WITH THE FACE OF THE RADIO TOWARDS THE
CAMERA. CUT TO CU RADIO DISPLAY SHOWING "EMERGENCY RECEIVED.

DAN (CONT'D)

- will display the words, "Emergency Received."

DISSOLVE TO:

SCENE 30

INT. DISTRICT OFFICE - DAY

START CU ON THE RADIO ON PATRICIA'S DESK. PULL BACK TO REVEAL PATRICIA AND DAN. PATRICIA, THE DISTRICT CLERK, IS DOING PAPERWORK. DAN IS STANDING BY THE DESK.

DAN

But the radios used by district clerks
don't show an "Emergency Received"
message. This means the district clerk won't
know a Signal One is in progress until she hears
the Emergency Call.

DISSOLVE TO:

SCENE 31

NOTE: INTERCUT SEQUENCE

INT. TRUCK CAB - DAY

INT. DISTRICT OFFICE - DAY

FRANK

Signal One! This is truck 4999 to Boonton. We're in Boonton, on Fanny Road, a half mile north of the Route 206 intersection. Mike's in trouble. He said somethin' about bein' stung and then he just collapsed in the bucket. Over.

PATRICIA

This is Boonton back to truck 4999. We're calling 911 and requesting emergency dispatch to your location. Boonton bye.

DISSOLVE TO:

SCENE 32

INT. DISTRICT OFFICE - DAY

PATRICIA MAKES THE 911 CALL. SHE IS BACKGROUND ACTION. WE SEE DAN IN THE FOREGROUND.

DAN

I want to give you an important tip here.

If you've got an emergency that's taking place during normal business hours, contacting your district office is certainly the right move.

But if you need help after hours, when your district office is closed, you should contact the office that called you out.

Now, this clerk was by the radio when the Emergency Call came in. But what if the call came in and no one in the district office was near the radio to hear it?

DISSOLVE TO:

SCENE 33

INT. TRUCK CAB - DAY

FRANK JUMPS INTO THE CAB AND REACHES FOR THE EMERGENCY BUTTON.

CU BUTTON BEING PRESSED.

SFX: RADIO BEEP

DISSOLVE TO:

NOTE: THIS SCENE IS A REPEAT OF SCENES 18 & 19 - NO NEED TO RESHOOT.

SCENE 34

INT. SYSTEM OPERATIONS - DAY

SFX: EMERGENCY ALARM

CU OF SYSTEM OPERATOR'S COMPUTER MONITOR AS IT REGISTERS THE EMERGENCY ALARM.

DAN

(VOICE OVER)

As you remember, a push of the "Emergency" button transmits an Emergency Alarm to the System Operator.

WIDER ANGLE, SHOWING SYSTEM OPERATOR.

DAN (CONT'D)

The System Operator monitors the Signal One talk group.

CU, THE SYSTEM OPERATOR LISTENS TO FRANK'S MESSAGE.

FRANK

(OVER THE RADIO)

...a half mile north of the Route 206 intersection. Mike's in trouble. He said somethin' about bein' stung and then he just collapsed in the bucket. Over.

DISSOLVE TO:

SCENE 35

INT. SYSTEM OPERATIONS - DAY

THE SYSTEM OPERATOR IS IN THE BACKGROUND. DAN IS IN THE FOREGROUND.

DAN

If 15 seconds go by without a response from
the appropriate district office, the System Operator
sends an Alert Call.

DISSOLVE TO:

SCENE 36

INT. SYSTEM OPERATIONS - DAY

MS, SYSTEM OPERATOR REACHES FOR COMPUTER MOUSE.

CU COMPUTER SCREEN. CURSOR CLICKS ON ALARM DROP DOWN MENU
AND SELECTS THE APPROPRIATE SOUND.

DISSOLVE TO:

SCENE 37

NOTE: INTERCUT SEQUENCE

INT. DISTRICT OFFICE - DAY

INT. SYSTEM OPERATIONS - DAY

WE BEGIN IN THE DISTRICT OFFICE. THE RADIO ON PATRICIA'S DESK IS IN THE FOREGROUND. PATRICIA IS TALKING TO A DISTRICT SUPERVISOR ON THE OTHER SIDE OF THE ROOM. SHE HASN'T HEARD THE EMERGENCY CALL.

SFX: ALERT TONE OVER PATRICIA'S RADIO

PATRICIA RUSHES TO THE RADIO.

DAN

(VOICE OVER)

The Alert Call gets the clerk's attention.

SYSTEM OPERATOR

This is System Operations to Boonton.

Truck 4999 has issued a Signal One.

Please respond.

PATRICIA

This is Boonton to truck 4999. Do you
require assistance? Boonton bye.

DISSOLVE TO:

SCENE 38

INT. DISTRICT OFFICE - DAY

PATRICIA IS IN THE BACKGROUND HANDLING THE CALL. DAN IS IN THE FOREGROUND.

DAN

At this point the district office, not the System Operator, handles the Signal One response. That's because a single 911 call from your district office automatically reaches the help that's closest to you. A System Operator outside your area might need to make several phone calls in order to get to the proper authorities. However, a System Operator will handle the Signal One if there's no response from the district offices. Oh, and I know I've said this before, but I'll say it again. To find you as quickly as possible, emergency crews need clear and concise directions from you. So always make sure you know where you are.

DISSOLVE TO:

SCENE 39

EXT. WORK SITE #1 - DAY

FRANK WATCHES AN AMBULANCE CREW PLACE A STRETCHER, ON WHICH MIKE IS LYING, INTO THE AMBULANCE.

DISSOLVE TO:

SCENE 39A

EXT. WORK SITE #1 - DAY

CU, THE FLASHING LIGHTS ON THE AMBULANCE ROOF SPRING INTO LIFE, AND MOVE OUT OF FRAME AS THE AMBULANCE LEAVES.

DISSOLVE TO:

SCENE 40

EXT. WORK SITE #1 - DAY

WS WORK SITE. THE AMBULANCE LEAVES AND FRANK HEADS BACK TO THE TRUCK CAB. DAN IS IN THE FOREGROUND.

DAN

When the proper help arrives and the situation is resolved, it's time to return the radio system to normal. The code used to clear a Signal One is a Signal Two, and only the person who declared the Signal One can issue a Signal Two. Here's how to do it.

DISSOLVE TO:

SCENE 41

INT. TRUCK CAB - DAY

FRANK ENTERS THE TRUCK CAB. HE'S A BIT WINDED FROM THE EXCITEMENT.

DAN

(VOICE OVER)

First, make the following announcement.

FRANK PICKS UP THE MICROPHONE AND KEYS IT.

FRANK

This is truck 4999. I'm issuing a Signal Two
and I am resetting my radio.

FRANK REACHES FOR THE EMERGENCY BUTTON.

CU OF BUTTON BEING PRESSED.

SFX: RADIO BEEP

DAN

(VOICE OVER)

Press the "Emergency" button. You'll hear a
beep when the system is reset. But just to be
sure, hold the button down for a count of four.

DISSOLVE TO:

SCENE 42

INT. TRUCK CAB - DAY

CU OF RADIO DISPLAY. THE WORD "EMERGENCY" IS REPLACED BY THE NAME OF A TALK GROUP.

DAN

(VOICE OVER)

The "Emergency" indication on the display will
disappear as the radio switches back to the
talk group it was tuned to before the Signal One event.

DISSOLVE TO:

SCENE 43

GRAPHIC SEQUENCE

THE SIGNAL-1 TALK GROUP DISAPPEARS AS THE RADIOS RETURN TO THEIR ORIGINAL TALK GROUPS.

DAN

(VOICE OVER)

At the same time, all the radios that had been part of the Signal One talk group return to the talk groups they were tuned to before the emergency.

DISSOLVE TO:

SCENE 43B

INT. SYSTEM OPERATIONS - DAY

CU, SYSTEM OPERATOR.

SYSTEM OPERATOR

This is System Operations to truck 4999.

We have received your Signal Two.

All crews can resume normal radio traffic.

PULL BACK TO REVEAL DAN.

DAN

The System Operator can transmit to all the radios in a region at the same time - kind of like an "all points bulletin." And he used that ability just now when he responded to truck 4999 to guarantee that all the radios in the region received the Signal Two message.

DISSOLVE TO:

SCENE 44

EXT. WORK SITE #1 - DAY

PAN FROM THE TRUCK TO LS DAN

DAN

There are a few more things you should know.

First off, the radio system has an internal timer.

Once an Emergency Call is made, the timer starts running. Now, every time someone in the Signal One talk group transmits, the timer resets. But if there's no radio traffic after a certain amount of time -

ADD TEXT: "CURRENT 'TIME OUT' TIME: 2 MINUTES."

DAN (CONT'D)

- all the radios with "Emergency Received" messages return to their previous talk groups, and the "Emergency Received" messages disappear.

CUT TO:

SCENE 45

EXT. WORK SITE #1 - DAY

MCU, DAN.

DAN

Now, what's the reason for this? Well, there are times during a Signal One event, like after emergency help arrives, when no one is using the radio.

The "time out" feature lets radios resume normal traffic during those times.

DAN BEGINS TO TURN.

CUT TO:

SCENE 46

EXT. WORK SITE #1 - DAY

CU DAN, HE TURNS TOWARD CAMERA.

DAN

But - and this is important - if the declaring
radio transmits before it's cleared, the
Signal One talk group reforms. So, in order
to keep from inconveniencing everyone else
on the system, and to avoid interfering with
other emergencies, remember to reset your
radio after the Signal One event you've
declared is over.

DISSOLVE TO:

SCENE 47

INT. SYSTEM OPERATIONS DAY

PAN FROM SYSTEM OPERATOR TO DAN.

DAN

Another thing: During a Signal One event, the declaring radio and the System Operator have priority. Other members of the Signal One talk group can use their radios, but they will be interrupted when the declaring radio or the System Operator transmits. So unless you can help, it's a good idea to stay off the air.

DISSOLVE TO:

SCENE 48

INT. TRUCK CAB - DAY

DAN ENTERS THROUGH THE OPEN PASSENGER SIDE DOOR OF A TRUCK.
WE SEE THE INSTRUCTION STICKER MOUNTED ON THE DASHBOARD.

DAN

Also, if you're ever unsure about how to
declare a Signal One -

CU, INSTRUCTION STICKER.

DAN (CONT'D)

- this sticker will give you step-by-step
instructions. Stickers like this are mounted
in every company vehicle.

DISSOLVE TO:

SCENE 49

TITLE SLATE, "WEAK SIGNAL."

SFX: MUSIC UP FULL

DISSOLVE TO:

SCENE 50

EXT. WORK SITE #2 - DAY

SFX: MUSIC UNDER

THE TRUCK IS PARKED AT ANOTHER WORK SITE. THE DRIVER'S SIDE DOOR IS OPEN. MIKE IS IN THE DRIVER'S SEAT, HOLDING THE MICROPHONE. HE KEYS THE MICROPHONE.

SFX: WEAK SIGNAL TONE

MIKE LEANS OUT THE DOOR AND SHOUTS TOWARD THE BACK OF THE TRUCK.

MIKE

Hey Frank! I can't get through on the radio!

PULL BACK TO REVEAL DAN, IN THE FOREGROUND, CARRYING A PORTABLE RADIO. FRANK ENTERS THE BACKGROUND SCENE AND TALKS WITH MIKE.

DAN

No radio system covers one hundred per cent

of an area one hundred per cent of the time.

And GPU's radio system is no exception.

Here are the facts. Our radio system was

designed to allow a thirty watt mobile radio -

HE GESTURES TO THE TRUCK.

DAN (CONT'D)

- to cover ninety-five per cent of our service territory.

DAN TURNS.

CUT TO:

SCENE 51

EXT. WORK SITE #2 - DAY

MS, DAN. HE TURNS TO FACE THE CAMERA.

DAN

Portables cover between eighty and ninety
per cent. So, like it or not, there may be times
when you're out of contact. Be sure to check
your radio whenever you change locations.
You'll know you're in a fringe area when you
key your mic -

DAN LIFTS THE RADIO.

CU, RADIO BEING LIFTED AND KEYED.

SFX: WEAK SIGNAL TONE

BACK TO DAN. HE KEEPS THE RADIO RAISED.

DAN (CONT'D)

- and you hear that tone. Now, the radio
continues to try to get into the system for
another few seconds -

(MORE)

CU RADIO.

SFX: CONNECT TONE (THREE CHIRPS)

MS, DAN. HE GIVES A "SEE WHAT I MEAN" GESTURE WITH THE RADIO,
THEN LOWERS IT.

DAN

- and sometimes you'll get in. But what if
you can't?

DISSOLVE TO:

SCENE 52

EXT. WORK SITE #2 - DAY

MIKE IS IN THE DRIVER'S SEAT, HOLDING THE RADIO. FRANK IS LOOKING INTO THE CAB FROM OUTSIDE. MIKE KEYS THE RADIO.

SFX: WEAK SIGNAL TONE

MIKE

Nah, no good. We're not gettin' in.

FRANK

Okay. Well, we can't move the truck. I guess if we do run into a problem and need to call help, there's that strip mall a quarter mile back. Plenty of stores there with phones we could use.

MIKE

Yeah, either of us could make it over there pretty fast.

MIKE REPLACES THE MICROPHONE. HE AND FRANK CONTINUE TO TALK.

DAN

(VOICE OVER)

If you find yourself in a fringe area, simply plan an alternate strategy for contacting help in case of an emergency.

DISSOLVE TO:

SCENE 53

TITLE SLATE, "ACCIDENTAL BUTTON PUSH."

SFX: MUSIC UP FULL

DISSOLVE TO:

SCENE 54

INT. TRUCK CAB - DAY

SFX: MUSIC UNDER

DAN IS SEATED BEHIND THE WHEEL. HE ADDRESSES THE CAMERA AS IF IT WERE A PASSENGER SITTING NEXT TO HIM.

DAN

You know, between you and me -

HE GESTURES TOWARDS THE RADIO.

DAN (CONT'D)

- this radio panel's kind of small.

CU, DAN'S FINGER POINTS TO THE EMERGENCY BUTTON.

DAN (CONT'D)

And the "Emergency" button is in a very awkward spot.

MS, DAN.

DAN (CONT'D)

It's easy to hit when you don't want to.

I'll show you what I mean.

(MORE)

HE TURNS, PUTS BOTH HANDS ON THE WHEEL, AND PRETENDS TO DRIVE.

DAN (CONT'D)

Let's say I'm driving along, and I want to
turn up the volume on the radio. So I reach
over to get at the volume control -

CU RADIO PANEL, VOLUME CONTROL AND EMERGENCY BUTTON. DAN'S FINGER
ENTERS THE SHOT.

DAN (CONT'D)

- but just as I do, the truck hits a bump.

DAN'S FINGER JERKS AND HITS THE EMERGENCY BUTTON.

SFX: RADIO BEEP

MS, DAN.

DAN (CONT'D)

Now I heard the beep when I hit the button -

CU RADIO DISPLAY SHOWING THE WORD, "EMERGENCY."

DAN (CONT'D)

- and I can see the word "Emergency" on the
display -

(MORE)

MS, DAN.

DAN (CONT'D)

-so I know I just sent an Emergency Alarm
and all hell's breaking loose in System Operations.
I also know if I key the microphone I'm going to
drag a lot of people into a Signal One talk group,
and I don't want to do that. Here's what I want
to do. First, I press the "Emergency" button for
about four seconds.

CU, PRESS EMERGENCY BUTTON.

SFX: RADIO BEEP

DAN (CONT'D)

The radio beeps to let me know it's reset -

CU, RADIO DISPLAY. THE WORD "EMERGENCY" HAS DISAPPEARED.

DAN (CONT'D)

- and the word "Emergency" is gone from
the display.

(MORE)

MS, DAN. HE SWITCHES TO THE SYSTEM OPERATIONS TALK GROUP.

DAN (CONT'D)

I switch to the System Operations talk group and
call the System Operator.

HE SPEAKS INTO THE RADIO.

DAN (CONT'D)

Truck 4999 to System Operations. I accidentally
pushed the "Emergency" button and I've just cleared
it. Please return to normal operations.

Truck 4999, over.

HE REPLACES THE MICROPHONE.

DAN (CONT'D)

Notice I didn't say "Signal One."

I don't to want risk making the System
Operator think this is a real emergency.

(MORE)

HE SWITCHES RADIO TO NORMAL TALK GROUP.

DAN (CONT'D)

At this point, I switch back to my normal talk group
and go about my business. Now, why is it so
important to call System Operations when you
accidentally send an Emergency Alarm?

DISSOLVE TO:

SCENE 55

INT. SYSTEM OPERATIONS - DAY

SFX: EMERGENCY ALARM

PULL BACK FROM CU OF SYSTEM OPERATOR'S MONITOR, PAST SYSTEM OPERATOR, TO DAN, WHO IS SEATED ON THE EDGE OF THE SYSTEM OPERATOR'S DESK.

DAN

An Emergency Alarm that isn't followed by an
Emergency Call is of special concern to
System Operations. Whoever triggered the alarm
might be badly hurt and unable to speak, so
finding the reason for the alarm becomes a
priority.

DISSOLVE TO:

SCENE 56

INT. SYSTEM OPERATIONS - DAY

CU, ALERT TONE DROP DOWN MENU ON COMPUTER SCREEN. MOUSE CURSOR SELECTS APPROPRIATE TONE.

SFX: ALERT TONE

CU, SYSTEM OPERATOR.

SYSTEM OPERATOR

This is System Operations to Boonton.

I've received an Emergency Alert from truck 4999.

Please respond.

THERE IS NO RESPONSE. THE SYSTEM OPERATOR SPEAKS OFF CAMERA TO ANOTHER SYSTEM OPERATOR, NAMED JIM.

SYSTEM OPERATOR

Jim, call Boonton and try to track down

truck 4999.

DISSOLVE TO:

SCENE 56A

NOTE: INTERCUT SEQUENCE

INT. SYSTEM OPERATIONS - DAY

INT. DISTRICT OFFICE - DAY

JIM LISTENS TO THE SYSTEM OPERATOR.

JIM

Okay.

JIM PUNCHES THE TELEPHONE SPEED DIAL BUTTON FOR BOONTON.

PATRICIA ANSWERS THE PHONE.

PATRICIA

Boonton operating. Can I help you?

JIM

Yeah, this is System Operations.

We just got an Alert call from truck 4999.

They didn't answer when we tried to contact

them, so we need you to investigate and get back

to us when you find out what's going on.

DISSOLVE TO:

SCENE 57

INT. SYSTEM OPERATIONS - DAY

DAN IS STANDING BY JIM'S DESK.

DAN

You know how false alarms can keep police and fire departments from getting to the real emergencies? Well, the same is true here.

PUSH IN TO CU OF DAN.

DAN (CONT'D)

If you know you've sent an alarm by accident, just follow the procedure I showed you and clear it. Nobody in this company is going to try to "jam" you up or get you into trouble for sending an accidental alarm.

Oh, and no matter what you've heard, you shouldn't try to clear an Emergency Alarm by shutting off your radio or taking the battery out.

(MORE)

DAN (CONT'D)

You could miss an important call while the radio is down, and even though the radio's display resets when it powers back up, the alarm still registers with the System Operator, who's using valuable time trying to track you down.

DISSOLVE TO:

SCENE 58

TITLE SLATE, "LOCATING RADIOS."

SFX: MUSIC UP FULL

DISSOLVE TO:

SCENE 59

EXT - WORK SITE #2 - DAY

SFX: MUSIC UNDER

MS, DAN. THE TRUCK IS IN THE BACKGROUND. DAN CARRIES A PORTABLE RADIO.

DAN

As you can imagine, GPU owns a lot of radios.

Knowing where a particular radio is at any given time - and that means what vehicle a mobile radio is assigned to, or if it's a portable, who's currently using it - is the only way the radio system can zero in on you when you have an emergency. Let's see how it's done.

DISSOLVE TO:

SCENE 60

INT. SMART ZONE COMPUTER ROOM - DAY

DOLLY SHOT PAST RACKS OF RADIO EQUIPMENT.

DAN

(VOICE OVER)

Here, in Morristown, is the hardware and software that makes the GPU radio system tick.

PAN FROM A RACK OF EQUIPMENT TO AN OPERATOR SITTING BEFORE A COMPUTER SCREEN.

DAN (CONT'D)

The software includes a database that keeps track of all the radios in the system.

CU, COMPUTER SCREEN. WE SEE A LIST OF RADIO ID NUMBERS ALONG WITH THEIR ALIASES. HIGHLIGHT RADIO ID NUMBERS AND ALIAS IDS WHEN THEY ARE MENTIONED.

DAN (CONT'D)

The radio ID numbers are fixed. They never change. Each radio ID is linked to an "alias," a combination of letters and numbers that give the radio a more personal identification.

DISSOLVE TO:

SCENE 61

INT. SYSTEM OPERATIONS - DAY

MS, SYSTEM OPERATOR, WITH THE RADIO SYSTEM COMPUTER SCREEN NEARBY.

CU, COMPUTER SCREEN SHOWING LIST OF RADIO ALIASES BEING UPDATED
AS RADIOS TRANSMIT.

DAN

(VOICE OVER)

These alias identifiers show up on the System

Operator's console each time a radio transmits.

DISSOLVE TO:

SCENE 62

EXT. WORK SITE #2 - DAY

MS, DAN STANDING NEXT TO A LINE TRUCK. THE TRUCK'S ID NUMBER IS CLEARLY VISIBLE NEXT TO DAN.

DAN

Locating a radio that's assigned to a vehicle is fairly simple. That's because a radio in a company car or truck has its ID number linked to the vehicle number and department code.

CU, COMPUTER MONITOR SHOWING THE TRUCK'S ALIAS.

DAN (CONT'D)

So if an Emergency Alert came from this truck, it would show up on the System Operator's console like this.

BACK TO DAN.

DAN (CONT'D)

And since the district office knows where this truck is supposed to be, it could be found pretty quickly.

DISSOLVE TO:

SCENE 63

INT. DISTRICT OFFICE - DAY

CU, A CHARGER FILLED WITH PORTABLE RADIOS. DAN'S HAND GRABS ONE. PULL BACK TO REVEAL DAN AS HE SPEAKS. ONE OR TWO PEOPLE PASS BEHIND HIM AND TAKE OTHER PORTABLES.

DAN

But locating a portable radio can be a real challenge. That's because portables may be used by different people every day, and sometimes change hands from one shift to another.

CU, COMPUTER MONITOR SHOWING THE PORTABLE'S ALIAS.

DAN (CONT'D)

And since most portables are assigned to districts and not a particular vehicle or person, they transmit an alias that identifies the radio by district only.

DISSOLVE TO:

SCENE 64

INT. DISTRICT OFFICE - DAY

START CU ON A RADIO SIGN OUT SHEET, EITHER HANGING ON THE WALL OR LAYING ON A DESK. PULL BACK TO REVEAL DAN AS HE PICKS UP THE SHEET. HE IS CARRYING A PORTABLE, OR HAS A PORTABLE CLOSE BY.

DAN

This is why every department should have an
up-to-date sign out sheet. Whenever someone
takes a portable -

CU, INFORMATION WRITTEN ON SIGN OUT SHEET.

DAN (CONT'D)

- they should put their name alongside
the radio's ID number.

BACK TO DAN, HE LOWERS THE SIGN OUT SHEET AND PICKS UP THE PORTABLE.

DAN (CONT'D)

To avoid confusion, it's a good idea to label the
bottom of each portable -

HE FLIPS THE RADIO SO THE BOTTOM FACES THE CAMERA.

CU ID LABELS ON RADIO.

(MORE)

DAN (CONT'D)

- with the radio's ID number and alias. If you're not sure what these IDs are, you can get them from the telecommunications supervisor in your region.

MS DAN AS HE LOWERS THE RADIO. SLOW PUSH IN TO CU, DAN.

DAN (CONT'D)

Now I'm not trying to make your life more complicated by forcing you to fill out another piece of paper. These sign out sheets are important because they can be the key to finding you in the event of an emergency. Oh, and please let your department know if a portable you've signed out has been lost or stolen. The Telecommunications Supervisor can disable the radio to keep unauthorized people from interfering with company transmissions and putting you at risk.

DISSOLVE TO:

SCENE 65

TITLE SLATE, "EMERGENCY TESTS."

SFX: MUSIC UP FULL

DISSOLVE TO:

SCENE 66

EXT. WORK SITE #2 - DAY

SFX: MUSIC UNDER

MS, DAN. HE'S SEATED IN THE TRUCK'S PASSENGER SEAT, FACING OUT THROUGH THE OPEN DOORWAY.

DAN

Have you ever had a letter returned because you didn't write the correct address on the envelope? How about not being able to reach somebody over the phone because you had the wrong number? It can be frustrating when incorrect information prevents you from getting in touch with someone. But if you, the System Operator, and your district office can't connect during a Signal One event, it could be more than frustrating - it could be life threatening. To make sure both you and the system work properly during an emergency, bi-monthly tests will be conducted.

DISSOLVE TO:

SCENE 67

GRAPHIC SEQUENCE

THE FOLLOWING SEQUENCE CONSISTS OF TEXT SCREENS AGAINST A “PAINTED” VIDEO BACKGROUND. AT THE TOP OF THE SCREEN IS THE TITLE, “BI-MONTHLY TESTS:” THIS TITLE REMAINS AS THE TEXT BELOW IT CHANGES TO MATCH THE VOICE OVER.

TEXT: “VERIFY ‘EMERGENCY RECEIVED’ DISPLAY DURING EMERGENCY CALL.”

DAN

(VOICE OVER)

The bi-monthly tests will:

Verify that each radio displays “Emergency

Received” during an Emergency Call.

CHANGE TEXT TO: “REINFORCE SIGNAL-1 PROCEDURE.”

DAN (CONT'D)

Re-enforce the Signal One procedure.

CHANGE TEXT TO: “FAMILIARIZE USERS WITH ALERT TONE.”

DAN (CONT'D)

Familiarize users with the alert tone

broadcast by the System Operator.

(MORE)

CHANGE TEXT TO: "VERIFY RADIO ALIAS IS CORRECTLY ENTERED INTO SYSTEM."

DAN (CONT'D)

And verify that the alias, or truck number, of each radio is correctly entered into the system.

DISSOLVE TO:

SCENE 68

INT. SYSTEM OPERATIONS - DAY

MS, DAN. THE SYSTEM OPERATOR IS IN THE BACKGROUND.

DAN

The System Operator will choose a different truck and district for each test. Here's what you can expect to happen.

DISSOLVE TO:

SCENE 69

NOTE: INTERCUT SEQUENCE

INT. SYSTEM OPERATIONS - DAY

INT. TRUCK CAB - DAY

INT. DISTRICT OFFICE - DAY

ADD LOWER THIRD TEXT: "SYSTEM OPERATOR ANNOUNCES TEST."

SYSTEM OPERATOR

This is System Operations. For the next five minutes, we will be conducting a test of the Radio Emergency System. Truck 4999, please proceed with the test.

FRANK PRESSES THE EMERGENCY BUTTON AND KEYS HIS MICROPHONE.
ADD LOWER THIRD TEXT: "TRUCK SENDS EMERGENCY ALERT AND EMERGENCY CALL."

FRANK

This is truck 4999. We are participating in a test of the Signal One procedure.

PATRICIA LISTENS TO FRANK. WHEN HE HAS FINISHED, SHE KEYS HER RADIO.
ADD LOWER THIRD TEXT: "DISTRICT OFFICE RESPONDS."

PATRICIA

This is Boonton acknowledging truck 4999's Signal One test. Boonton off.

(MORE)

SYSTEM OPERATOR CONTINUES TEST. ADD LOWER THIRD TEXT: "SYSTEM OPERATOR SENDS SAMPLE ALERT TONE AND MESSAGE."

SYSTEM OPERATOR

This is System Operations. If required, the following tone and message will be issued to alert field offices of an ongoing emergency.

CU OF THE SYSTEM OPERATOR'S MONITOR AS THE TONE IS TRIGGERED. DURING THE TONE AND THE MESSAGE THAT FOLLOWS WE SEE FRANK AND PATRICIA LISTENING.

SYSTEM OPERATOR

System Operations to Boonton.
Truck 4999 has issued a Signal One.
Please respond.

THE SYSTEM OPERATOR WAITS A MOMENT.

SYSTEM OPERATOR (CONT'D)

This concludes the test of the Radio Emergency System. Please notify your supervisor if your truck number does not match your radio alias.

DISSOLVE TO:

SCENE 70

INT. SYSTEM OPERATIONS - DAY

DAN BY THE SYSTEM OPERATOR. THE SYSTEM OPERATOR HAS JUST FINISHED THE TEST.

DAN

And that's all there is to the test. By the way,
to make sure your truck number matches your
radio alias, look for the alias list on GPU's local
area network.

DISSOLVE TO:

SCENE 71

TITLE SLATE, "FINAL REMARKS."

SFX: MUSIC UP FULL

DISSOLVE TO:

SCENE 72

INT. TRUCK CAB - DAY

SFX: MUSIC UNDER

DAN IS SEATED IN THE CAB. HE SPEAKS TO THE CAMERA, LOCATED IN THE PASSENGER SEAT.

DAN

By now you should have a better idea of how

GPU Energy's new radio system works.

You should also know when and how to

declare a Signal One emergency, and how to

clear your radio if you accidentally push

the "Emergency" button.

DAN TURNS AWAY AND EXITS TRUCK.

DISSOLVE TO:

SCENE 73

EXT. WORK SITE #2 - DAY

WE ARE LOOKING AT THE TRUCK CAB. DAN LEAVES THE TRUCK AND WALKS TOWARD THE CAMERA.

DAN

You've also seen how important it is to properly sign out portable radios and test the system every two months.

GRAPHIC PAGE WITH TEXT: "QUESTIONS? CONTACT YOUR REGION'S TELECOMMUNICATION SUPERVISOR."

DAN (CONT'D)

If you still have questions, don't hesitate to contact your region's telecommunications supervisor.

CHANGE TEXT ON PAGE TO READ: "QUESTIONS? CALL THE RADIO INFORMATION HOTLINE " 3200-8661 OR 973-455-8661."

DAN (CONT'D)

Or, call the radio information hotline. Inside the company, the number is 3-200-8661. If you're calling from outside, the number is 973-455-8661.

DISSOLVE TO:

SCENE 74

EXT. WORK SITE #2 - DAY

CU, DAN.

DAN

In the end, it all comes down to this:

The radio system is your lifeline during
an emergency. Treat the system properly
and know your Signal One procedures.

Your life and the lives of others depend on it.

SFX: MUSIC UP AND OUT

FADE OUT.