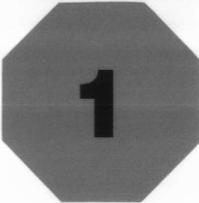


Chemical Symbol Hazards and Actions

CHEMICAL SYMBOL	MATERIALS compatibility group	HAZARD	FIREFIGHTING INSTRUCTIONS
 <p>Full Protective Clothing Set 1 (Red) Note 1.</p>	Nerve & Blister Agents (K) (Note 4)	Highly toxic as aerosol & vapor	<ol style="list-style-type: none"> 1. Evacuate public 2 miles downwind or 1 mile upwind or to the sides. 2. Use munitions decontamination procedures. 3. If explosion does not occur, approach from upwind and extinguish fire.
	Riot Control & Smokes (G) Incapacitating Agents (K)	Toxic as aerosol & vapor	<ol style="list-style-type: none"> 1. Approach from upwind and extinguish fire. 2. Decontamination may be required.
 <p>Full Protective Clothing Set 3 (White) Note 3.</p>	TEA & TPA Smoke (L)	Spontaneously flammable	<ol style="list-style-type: none"> 1. Do not look at burning material. 2. Do not use water.
	White Phosphorus & White Phosphorus Plasticized (H)	Spontaneously flammable when exposed to air	<ol style="list-style-type: none"> 1. Post fire guard until leaking phosphorus has been removed. 2. After removal of agents, post fire guard for 2 days for possible reignition. 3. Use putty knife to remove small amounts, then use blowtorch to burn off remainder.
	Napalm (J)	Mass fire	1. Fight fire as POL fire.
 <p>Wear Breathing Apparatus</p>	HC Smoke (G)	High concentrations of smoke	1. Do not use water.
	Incendiary & Pyrotechnic Material (G)	Burns with extremely high temperature	<ol style="list-style-type: none"> 1. Do not use water. 2. Do not look at burning material.
	Napalm (J)	Mass fire	1. Fight fire as POL fire.
	Isobutyl methacrylate with oil (J)	Burns with extremely high temperature	<ol style="list-style-type: none"> 1. Prevent spread of fire. 2. Smother incipient fires with dry chemical from portable fire extinguisher or cover with sand.
	Signaling Smokes (G)	High concentrations of smoke	<ol style="list-style-type: none"> 1. Prevent spread of fire. 2. Smother incipient fires with dry chemical from portable fire extinguisher or cover with sand.
 <p>Apply No Water</p>	HC Smoke (G)	High concentrations of smoke	1. Do not use water.
	Incendiary & Pyrotechnic Material (G)	Burns with extremely high temperature	1. Do not use water.
	TEA & TPA Smoke (L)	Spontaneously flammable	2. Do not look at burning material.
	Napalm (J)	Mass fire	1. Fight fire as POL fire.

- Note 1.** Set 1 consists of gas mask, M9 series; butyl impermeable suit (coveralls, hood, gloves, fireman's boots and boot covers.) The chemical warfare defense ensemble with M17 series mask may be substituted where contact with liquid agent is highly improbable.
- Note 2.** Set 2 consists of gas mask, M9 or M17 series; coveralls; protective gloves. Firefighting protective clothing and equipment may be used.
- Note 3.** Set 3 consists of flame retardant coveralls; flame-resistant gloves; gas mask, M9 or M17 series. Used primarily with white phosphorus and triethylaluminum. Firefighting protective clothing and equipment may be used.
- Note 4.** Toxic chemicals agents without explosive components that normally would be assigned to Class/Division 6.1 may be stored as compatibility group K.
- Note 5.** See NAVSEA SW020-AC-SAF-010, paragraph 2-2.3.

Fire Symbol Hazards and Actions

FIRE SYMBOL	MATERIALS	HAZARD	ACTION & REMARKS
	1.1 Explosives & certain liquid propellants	Mass detonation	<ol style="list-style-type: none"> 1. Will not be fought unless a rescue attempt is being made. 2. If there is suitable separation between nonexplosive and symbol 1 materials and if approved by the fire chief, firefighting forces may attempt to extinguish the fire. 3. If personal safety is in doubt, take suitable cover. Note 1.
	1.2 Ammunition & explosives	Explosion with fragments	<ol style="list-style-type: none"> 1. Give the alarm and attempt to extinguish the fire if in an early stage. 2. Firefighting forces should fight the fire. If not possible, prevent the spreading of the fire. 3. Detonations of the items could occur. Provide protection from fragments. Note 2.
	1.3 Ammunition & explosives	Mass fire	<ol style="list-style-type: none"> 1. May be fought if explosives not directly involved. 2. If WP munitions are involved, smoke is liberated. <ol style="list-style-type: none"> a. WP munitions may explode. b. Phosphorus should be immersed in water or sprayed with water continuously. 3. For fires involving HC and incendiaries. <ol style="list-style-type: none"> a. Water should not be used unless large quantities are available. b. Use dry sand or dry powder agent in the early stage. 4. For fires involving pyrotechnics and incendiaries. <ol style="list-style-type: none"> a. Protect adjacent buildings and magazines. b. Do not use CO₂ or Halon extinguishers or water. c. Allow magnesium to cool unless upon flammable material. In this case, use a 2-inch layer of dry sand or powder on the floor and rake the burning material onto this layer and resmother. Note 3.
	1.4 Ammunition & explosives	Moderate fire	<ol style="list-style-type: none"> 1. Fight these fires. 2. Expect minor explosions and hot fragments.

Note 1. See paragraph 4-4.1.1. of OP 5 volume 1 sixth revision

Note 2. Withdrawal distance is 2,500 feet.

Note 3. Withdrawal distance is 600 feet (inhabited building distance for quantities greater than 500,000 lbs. NEW).