HAZARD DIVISION 1.1
MASS DETONATION HAZARD
- Do not fight fire unless rescue attempt is planned.
- If there is suitable separation to symbol 1 materials and Senior Fire Officer approves, firefighting forces may attempt to extinguish the fire.
- If personal safety is in doubt, take cover.

HAZARD DIVISION 1.2
NON-MASS EXPLOSION, FRAGMENT PRODUCING
- Sound alarm; attempt to extinguish fire if in early stage.
- Fight the fire if possible. If not possible, prevent spread of fire.
- Provide protection from fragmentation in case of detonation.

HAZARD DIVISION 1.3
MASS FIRE, NO BLAST OR FRAGMENT
- May be fought if explosives not directly involved.
- If White Phosphorus (WP) munitions are involved, smoke is liberated.
- WP munitions may explode.
- Immerse Phosphorus in water or spray with water continuously.
- For fires involving Hexachlorethane (HC) and incendiaries use dry sand or dry powder in early stage.
- For fires involving pyrotechnics and magnesium incendiaries:
  - Protect adjacent facilities and equipment.
  - Do not use carbon dioxide, Halon extinguishers or water on or near munitions.
- Allow magnesium to cool until 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 re-smother.

HAZARD DIVISION 1.4
MODERATE FIRE, NO BLAST OR FRAGMENT
- Fight these fires.
- Expect minor explosions and hot fragments.

HIGHLY TOXIC CHEMICAL HAZARD SET 1
- Withdraw upwind.
- If explosion does not occur, approach from upwind and extinguish fire.
- Decontamination may be required.

HARASSING AGENTS SET 2
- Withdraw upwind.
- Approach from upwind and extinguish fire.
- Decontamination may be required.
- Set 2 consists of self-contained breathing apparatus, coveralls and protective gloves. (Firefighting protective clothing and equipment may be used)

WHITE PHOSPHORUS (WP) MUNITIONS SET 3
For WP:
- Post fire guard until leaking phosphorous has been removed.
- After removal of agents, post fire guard for 2 days for possible re-ignition.
For Triethylaluminum (TEA), Platinum (PT) or Thorium (TH):
- Do not use water.
- Do not look at burning material.

WEAR BREATHING APPARATUS
- Approach from upwind and extinguish fire.
- Wear breathing apparatus: consists of a self contained breathing apparatus. (Firefighting protective clothing and equipment may be used)

APPLY NO WATER
- Munitions burn with extremely high temperature and are difficult to extinguish.
- Water is NOT a suitable extinguishing agent as it may intensify the fire.
- Do not look directly at the burning material or eye damage may result.