

APPENDIX QQ

CONTAINER AND ROLL ON/ROLL OFF (RO/RO) NUMBER CODES

Number of Characters:	Five
Type of Characters:	Numeric and alphanumeric
Data Location:	
DD Form 1384:	Block 2 and Column 33 (except DI T_3) Block 3 and Column 34 (DI T_3)
Automated Record:	rp 4-8 (except DI T_3) rp 9-14 (DI T_3)
Responsible Agency:	Military Surface Deployment and Distribution Command

A. GENERAL

Container and RO/RO number codes are used to identify specific containers, unitized pallets, or RO/RO trailers. The number code is entered on TCMD documentation as indicated in the heading above and in Appendix M. When a numbered container is loaded in (or on) another numbered container, the number of the former is indicated following the number of the latter in DI T_3/T_4 entries.

B. CONTAINERS CONTROLLED BY SERIAL NUMBER

For a SEAVAN or other controlled container, use the permanently assigned serial number as indicated below:

<u>Code</u>	<u>Explanation</u>
00001-99999	Last five digits of the SEAVAN serial number. If the serial number has less than five digits, precede it with zeros.

C. NONCONTROLLED CONTAINERS

1. Use a number constructed as follows.
 - a. First position is based on the activity preparing the code:

<u>Code</u>	<u>Explanation</u>
A	Army activity
B	Air Force activity
G	General Services Administration
M	Marine Corps activity
N	Navy activity
S	Defense Logistics Agency
Z	Coast Guard activity

- b. Second through fifth positions are an activity assigned:

<u>Code</u>	<u>Explanation</u>
0001-9999	Assign numbers in sequence from 0001 to 9999 for each container (alpha characters may be used in lieu of numbers).

D. RO/RO TRAILERS

1. Use a number constructed as follows:
 - a. The first position identifies the type of trailer:

<u>Code</u>	<u>Explanation</u>
S	Stake and flatbed
V	Van

- b. The second through fifth positions are based on the RO/RO serial number:

<u>Code</u>	<u>Explanation</u>
0001-9999	Last four digits of the RO/RO serial number. If the serial number has less than four digits, precede it with zeros.