

**United States of America
FEDERAL COMMUNICATIONS COMMISSION
EXPERIMENTAL
RADIO STATION CONSTRUCTION PERMIT
AND LICENSE**

EXPERIMENTAL

(Nature of Service)

WG2XHZ

(Call Sign)

XD FX

(Class of Station)

0383-EX-PL-2012

(File Number)

NAME Lilee Systems, Ltd.

Subject to the provisions of the Communications Act of 1934, subsequent acts, and treaties, and all regulations heretofore or hereafter made by this Commission, and further subject to the conditions and requirements set forth in this license, the licensee hereof is hereby authorized to use and operate the radio transmitting facilities hereinafter described for radio communications in accordance with the program of experimentation described by the licensee in its application for license.

Operation: In accordance with Sec. 5.3(i) of the Commission's Rules

Station Locations

- (1) Oakland (ALAMEDA), CA - NL 37-47-27; WL 122-15-22
- (2) Pleasanton (ALAMEDA), CA - NL 37-41-58; WL 121-52-12

Frequency Information

Oakland (ALAMEDA), CA - NL 37-47-27; WL 122-15-22

Frequency	Station Class	Emission Designator	Authorized Power	Frequency Tolerance (+/-)
217-222 MHz	FX	25K0D9D	60 W (ERP)	

Pleasanton (ALAMEDA), CA - NL 37-41-58; WL 121-52-12

Frequency	Station Class	Emission Designator	Authorized Power	Frequency Tolerance (+/-)
217-222 MHz	FX	25K0D9D	60 W (ERP)	

Special Conditions:

- (1) The station identification requirements of Section 5.115 of the Commission's Rules are waived.

This authorization effective August 24, 2012 and
will expire 3:00 A.M. EST September 01, 2013

**FEDERAL
COMMUNICATIONS
COMMISSION**



Special Conditions:

- (2) Licensee should be aware that other stations may be licensed on these frequencies and if any interference occurs, the licensee of this authorization will be subject to immediate shut down.
- (3) In lieu of frequency tolerance, the occupied bandwidth of the emission shall not extend beyond the band limits set forth above.
- (4) Lilee Systems should be aware that the 220-222 MHz band will not be licensed in the USA.