



USCG-190 Boat Operator Safety (Alaska)

INSTRUCTOR: Luke Holton

DATE: 4/21/25

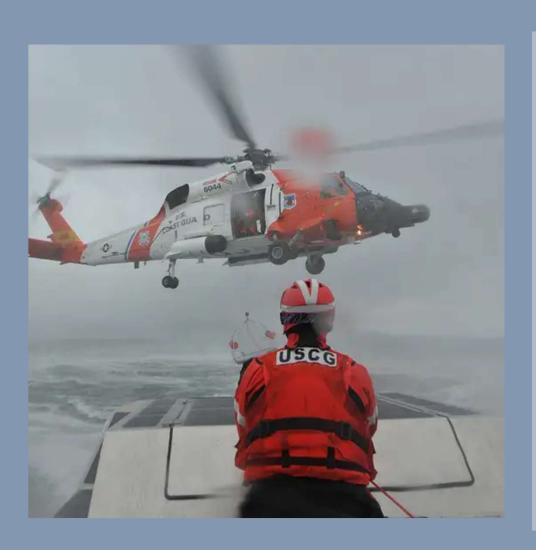
CONTACT: (907) 723-5420

Course Considerations



- Cell Phones
- Student Participation
- Privacy and Professionalism
- Be Patient with Classmates
- Explore New Methods
- Graphic Material





AGENDA

- Hazards to Mariners
 - Top 5 Maritime Emergencies in Alaska
 - Analyzing your Waterways
- Legal Duties and Considerations
 - Required Safety Equipment
 - Maritime Law and Duty to Act
 - Passenger and Cargo Restrictions
- Boat Fires and Fire Response Plan
 - Identify the Onboard Fire Hazards
 - Fire Fighting Methods
 - Emergency Response Procedures
- Man Overboard/ Cold Water Immersion
 - Prevention and Response Procedures
 - Cold-Water Survival Techniques
 - Expanding Square Grid Search Procedures



AGENDA (cont)

- Abandoning a Vessel
 - · Making the Decision to Ditch
 - Managing Escape and Survival with Crew
- Perilous Weather
 - Reading Weather Reports
 - Anchoring at Sea in Rough Weather
 - Plan to Escape Serious Weather
- Towing and Open Water Passenger Transfers
 - Towing Equipment and Adequate Towing Vessels
 - Constructing a Tow Bridal
 - Hazards of Towing
- Medical Emergencies
 - · CPR Refresher
 - Hypothermia Response and Treatment
 - Traumatic Injuries



Maritime Emergency Fact Sheet

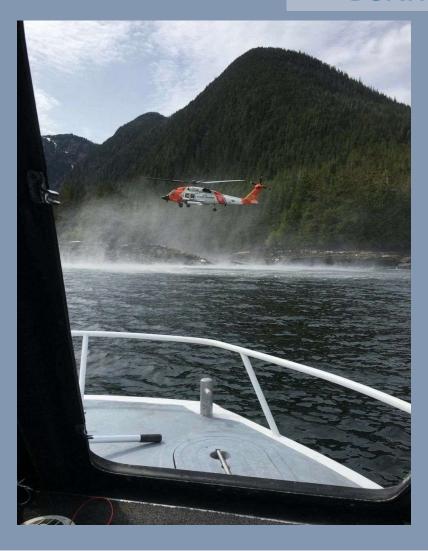
- There were 2,116 accidents reported to officials in 2022, resulting in 130 fatalities
- 31% of all fatalities from boat accidents are drownings.
- 80% of all boaters who drowned in accidents were in a vessel less than 21 feet in length.
- At 17%, operating a watercraft while intoxicated is the leading factor behind boating accident deaths.
- Among all victims who were killed in these incidents, 85% were not wearing a life jacket

Alaska Department of Natural Resources, Office of Boating Safety



Top 5 Maritime Emergencies

- 1. Capsizing
- 2. Equipment Use Injury
- 3. Cold Water Immersion
 - 4. Collision
 - 5. Fire



Top 5 Accident Contributors

- 1. Operator Inexperience
- 2. Operator Inattention
 - 3. Improper lookout
 - 4. Excessive speed
- 5. Equipment/ Mechanical Failure



Researching Your Waterway

Identify Natural Hazards

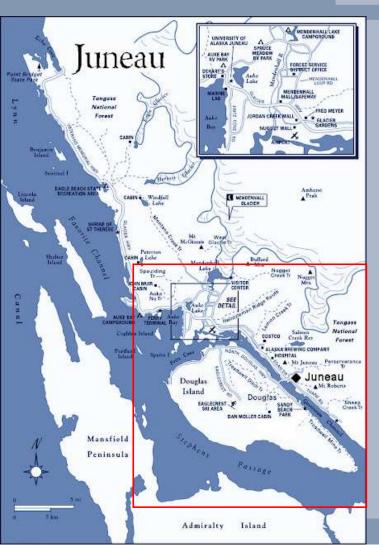
- -Landslide Areas
- -Narrow Passages and Tidal Effects
- -Floating Hazards (Ice, Logs, Wildlife)
- -Submerged Rocks and Shallow Areas

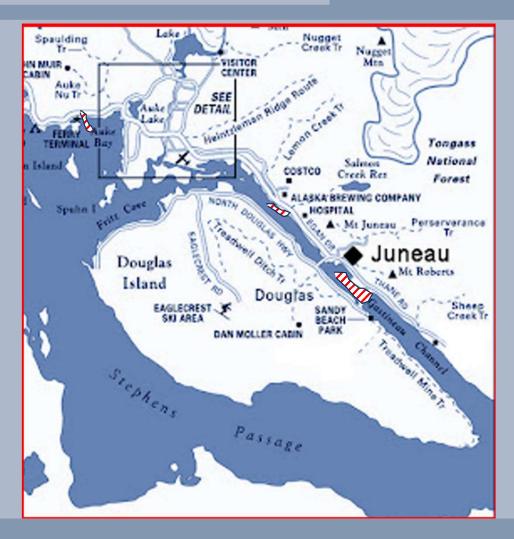
Identify Other Hazards

- -Regional Vessel Activity
- -Temporary Placements (Traps, Construction, Moorage, Divers)

Identify Services (Towing, USCG-Sector, Emergency Access, Rescue Points)

Security Avoidance Areas







Weekly messages informing subscribers when the Coast Guard District Local Notices to Mariners (LNM) is available for downloading from the <u>Navigation</u> Center website.

Please subscribe to receive email updates here:



Researching Your Waterway

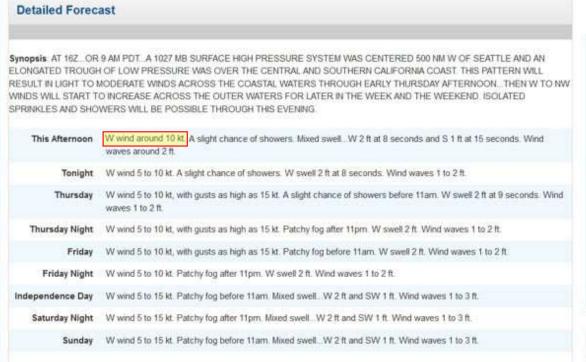
Check Online for Updates to your Regional Waterways:

https://www.dco.uscg.mil/Local-Notice-to-Mariners-LNMs/

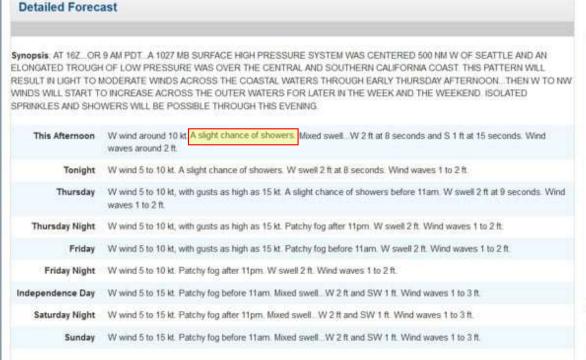
File a Float Plan:

https://pledgetoliveak.org/

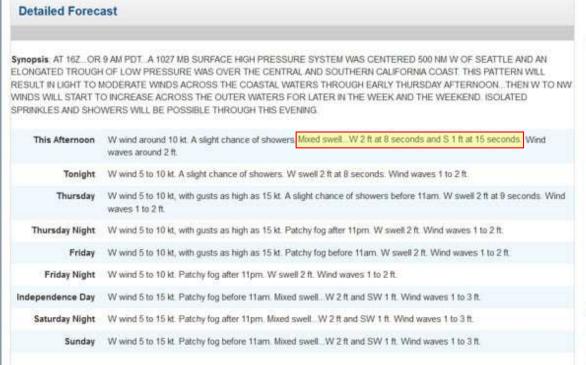
Talk with Harbor Staff or USCG Sector Office



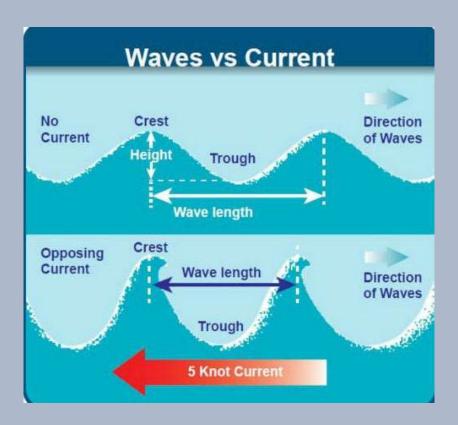




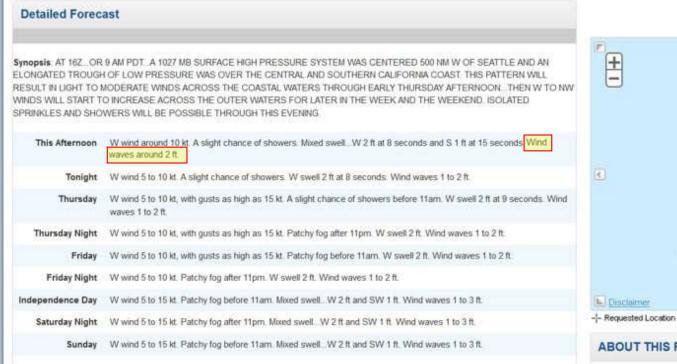




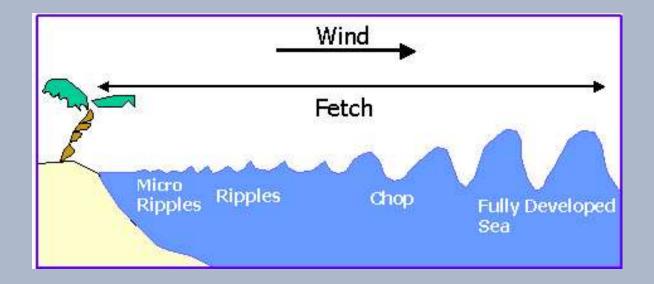








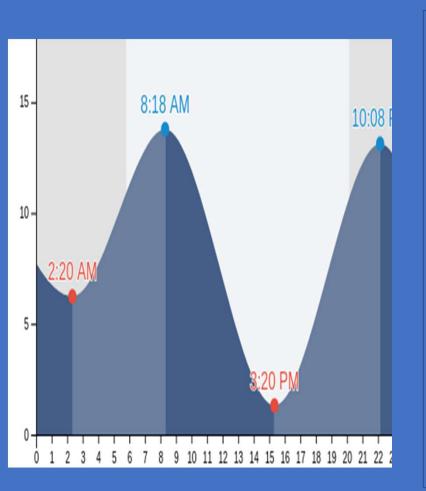






HYDROLOGY AND TIDAL EFFECTS





Ocean Tides in Juneau

Semi-Diurnal (2 High, 2 Low @ 6.15 hours)

Narrow passes and channels can create tidal flows exceeding 15 mph (record: 24 mph, Turnagain Arm, AK)

Creates unique ecosystems for intertidal species

Extreme low tides can accelerate land rebound by 360%

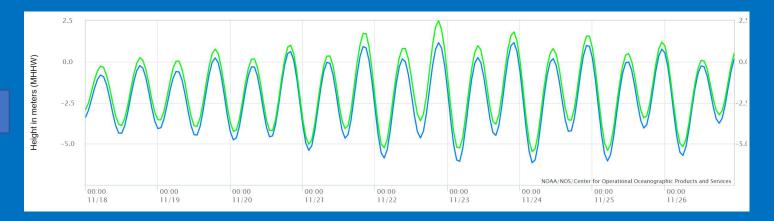
HYDROLOGY AND TIDAL EFFECTS

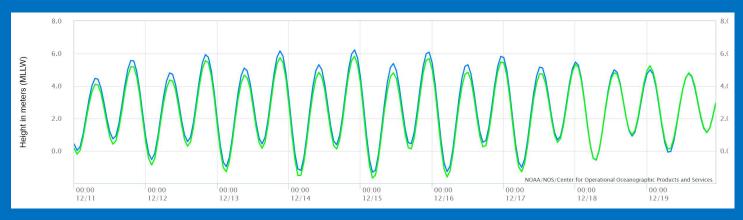


20.4' (April 2000)

Mean Range: 13.74 ft

-4.9' (March 2019)

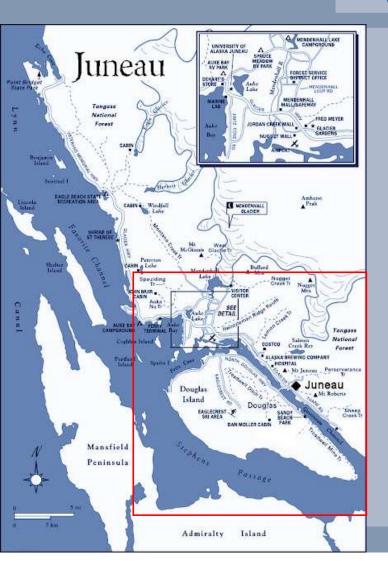


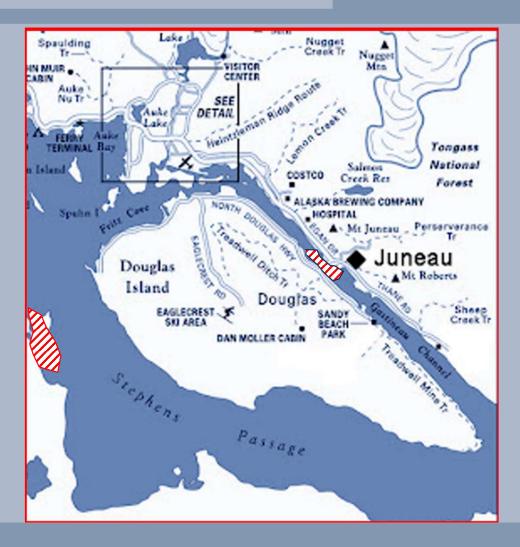


"SOURDOUGH"

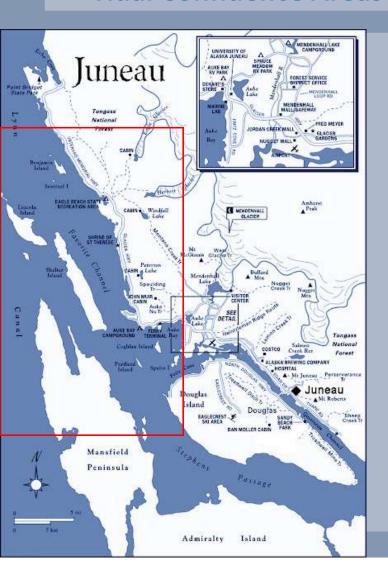
2023

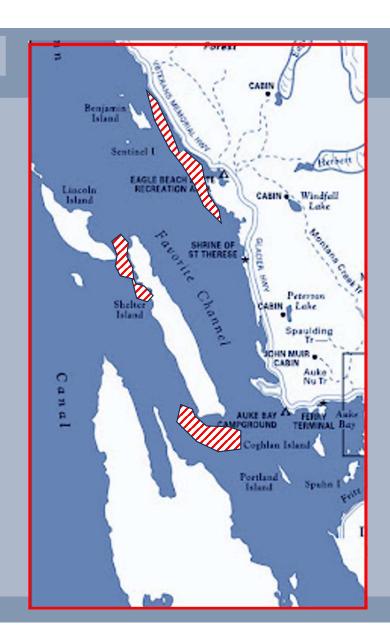
Tidal Confluence Areas





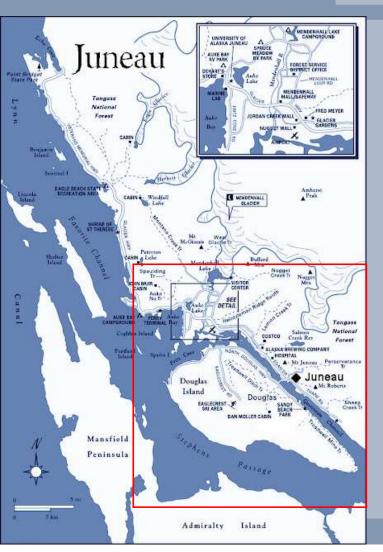
Tidal Confluence Areas

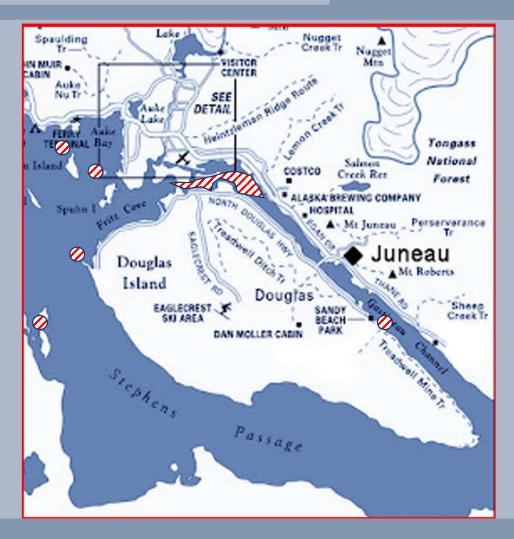




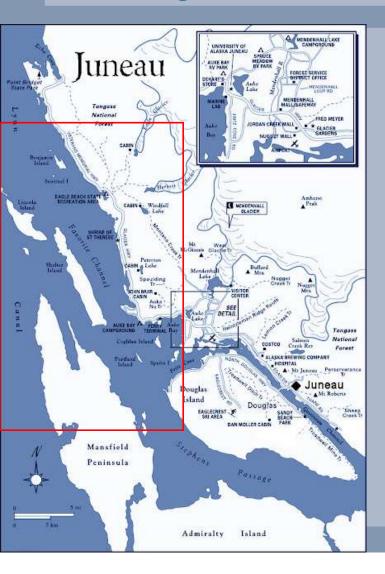


Submerged Hazard Areas





Submerged Hazard Areas









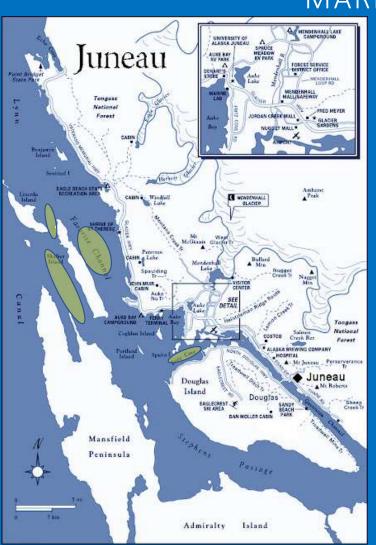


Killer Whale/ Orca



- -Protected under the MMPA (no approach limit)
- -Turn off Transducers/ SONAR





Humpback Whale

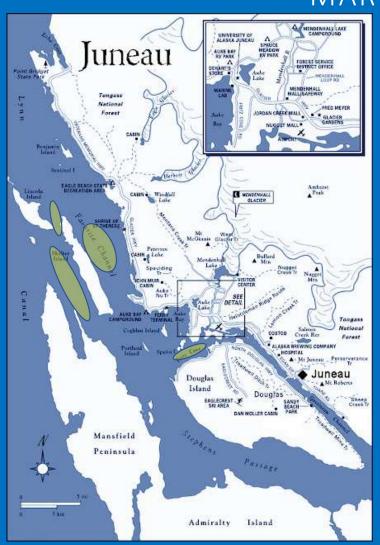
Population: 20,000+ North Pacific/ 60 Juneau

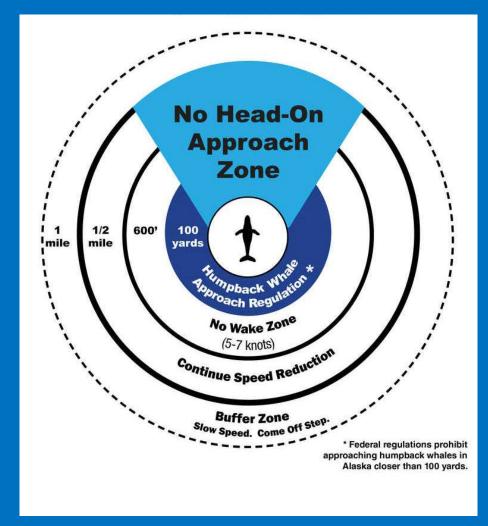
Safe Viewing Areas: North Pass, Halibut Cove, Fritz Cove, Saginaw Channel

Notes:

- -Bubble Net Feeding most prominent in July and August
- -Lunge Feeding most prominent in early Spring
- -Protected under the MMPA (100 yards approach limit)
- -NOAA Enforcement: 1(800) 853-1964











Stellar Sea Lion

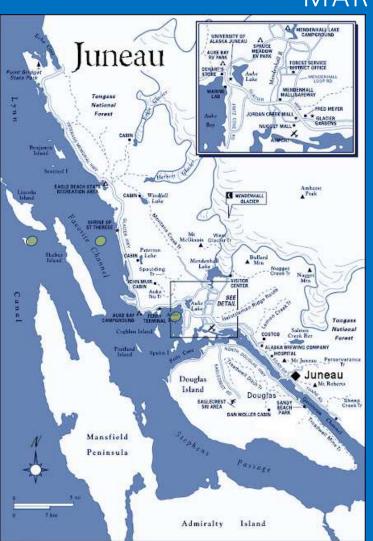
Population: 120,000 Alaska/ 600 Juneau

Safe Viewing Areas: Fritz Cove, Faust Rock, Little Island, Benjamin Island

Notes:

- -Can be aggressive towards humans
- -Differentiated from seals by small ear flaps
- -Protected under the MMPA (no approach limit)
- -NOAA Enforcement: 1(800) 853-1964





Harbor Seal

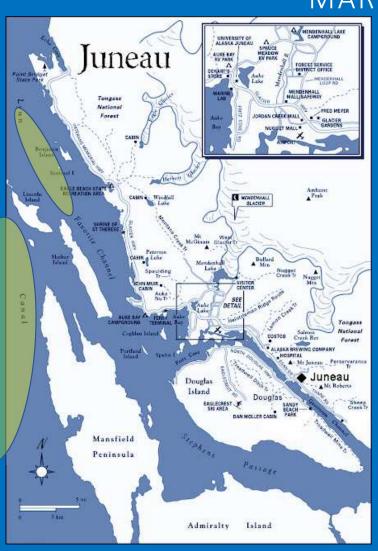
Population: 250,000 Alaska/ 1300 Juneau

Safe Viewing Areas: Fritz Cove, Hump Island, Fishermen's Bend

Notes:

- -Very timid of noise and human approach
- -Differentiated from sea lions by deep ear canal
- -Often best viewed at low tide
- -Protected under the MMPA (no approach limit)
- -NOAA Enforcement: 1(800) 853-1964





Dall's Porpoise

Population: 83,000 Alaska/ 800 Juneau

Safe Viewing Areas: Lynn Canal

Notes:

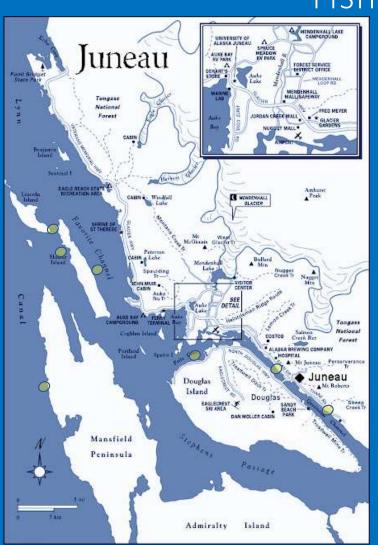
-Can travel 40 MPH for short distances

-Protected under the MMPA (no approach limit)

-NOAA Enforcement: 1(800) 853-1964

FISHING/ HUNTING IN JUNEAU





Salmon

Safe Harvest Areas: DIPAC, Sheep Creek, Fish Creek, Fritz Cove, North Pass, Cordwood Creek

Notes:

-License carry options:

Print, signed, and carried on person ADFG Mobile App (free) Digital picture of printed and signed license

-Always review updated ADFG statements for area closures prior to harvesting

-adfg.Alaska.gov

FISHING/ HUNTING IN JUNEAU





Halibut

Safe Harvest Areas: Underwater slide areas with prominent topographical humps or plateau

Notes:

-License carry options:

Print, signed, and carried on person
ADFG app (free)
Digital picture of printed and signed license

- -Always review updated ADFG statements for area closures prior to harvesting
- -Adfg.Alaska.gov



Agencies

United States Coast Guard

-Safety/ Prevention

-Rescue

-Inspections/ Licensing

-Law Enforcement

Law Enforcement

-Juneau Police Department	(907) 586-0600
-Alaska State Troopers	(907) 465-4000
-US Forest Service	(907) 586-8800
-US Customs and Border	(907) 586-7211
-Alaska Dept of Fish and Game	(907) 465-2376
-US Fish and Wildlife Service	(907) 780-1160
-NOAA	(907) 586-7414



Agencies

Alaska Marine Exchange

- -Safety/ Prevention
- -Vessel Tracking and Command (907) 463-2607

Alaska Department of Natural Resources, Office of Boating Safety

- -Safety, Education
- -Statistics
- -Harvest and Subsistence Regulation (907) 269-8700

AMSEA- Alaska Marine Safety Education Association

(907) 747-3287



Restrictions

Commercial Enterprise Restrictions

Drugs are not allowed on board any vessel (Includes Marijuana and Cannabis-Infused Products)

Alcohol limit is .08%

No Firing of Weapons to Onshore Targets

Refer to Coast Pilot for Borough and Harbor Laws

Juneau Cruise Ship Terminal Area

Frequently Asked Questions

"Can Law Enforcement board my vessel without a cause or Warrant?"



Frequently Asked Questions

"Can Law Enforcement board my vessel without a cause or Warrant?"

Yes. Any State or Federal Law Enforcement Officer, State or Federally charged statistician, or Regional Safety Officer may board any vessel, at any time, for any reason, while unmoored



Frequently Asked Questions

"Are passengers required by law to wear Life Jackets?"



Frequently Asked Questions

"Are passengers required by law to wear Life Jackets?"

No. However, any passenger UNDER 13-years of age is required to wear a size-appropriate life jacket while engaged in water sports, or while aboard 'open deck' craft



Frequently Asked Questions

"What constitutes 'Negligent Operation of a Vessel?"



SEAG

Frequently Asked Questions

"What constitutes 'Negligent Operation of a Vessel?"

'NOV' is a citable offense in which a Law Enforcement Officer witnesses reckless or unsafe behavior from a boat operator or passengers. Interpretation of 'NOV' offenses is determined by Coast Guard Investigative Service (CGIS)

Frequently Asked Questions

"Am I legally obligated to assist other mariners in distress?"



SEAG

Frequently Asked Questions

"Am I legally obligated to assist other mariners in distress?"

Yes. "(1)A master or individual in charge of a vessel shall render assistance to any individual found at sea in danger of being lost, so far as the master or individual in charge can do so without serious danger to the master's or individual's vessel or individuals on board.

(2) Paragraph (b): A master or individual violating this section shall be fined not more than \$1,000, imprisoned for not 2 years, or both."

(Title 46 U.S. Code § 2304)

Frequently Asked Questions

"Which safety items am I legally obligated to have onboard?"



ALASKA REQUIREMENTS SUMMARY						
Requirements	Boats under 16 feet	Boats 16 feet to less than 26 feet	Boats 26 feet to less than 40 feet	Boats 40 feet to less than 65 feet		
Personal Flotation Devices (PFD)	One USCG-approved Type I, II, III or V PFD for each person on board. Must be in serviceable condition. Persons under 13 must wear a PFD when in an open boat, on the deck of a boat or when waterskiing.					
Throwable Devices (Type IV)	Recommended but not mandatory.	not approved Type IV (seat cushion or throw ring)				
Sound Producing Devices	Boats less than 39.4 feet (12 meters) in length must be able to make an efficient sound signal (such as that made with a whistle or horn) to signal intentions and to signal position in periods of reduced visibility. Boats 39.4 feet (12 meters) in length must (12 meters) or more in length must carry on board a whistle or horn.					
Visual Distress Signals	USCG- approved night signals required between sunset and sunrise.	USCG-approved visual distress signals for both day and night time use must be carried. Exception: boats and open sailboats not equipped with mechanical propulsion and under 26 feet in length are <u>not</u> required to carry day signals. Note: Pyrotechnic devices, if used to meet this requirement, must be current, serviceable and readily accessible. At the minimum, a total of three day/night combination devices or three day and three night devices must be carried.				

ALASK	A REQU	JIREMEN	NTS SUM	MARY	
Requirements	Boats under 16 feet	Boats 16 feet to less than 26 feet	Boats 26 feet to less than 40 feet	Boats 40 feet to less than 65 feet	
Fire Extinguishers	At least one USCG-approved B-I required for boats with inboard engines, living spaces, permanent fuel tanks or enclosed storage areas or hull voids not sealed or filled with flotation material.		At least two B-I or one B-II USCG-approved fire extinguishers.	At least three B-I or one B-I and one B-II USCG- approved fire extinguishers.	
Navigation Lights	Display required between sunset and sunrise and during periods of restricted visibility. International configuration required (varies with length and mode of operation). See the International Navigation Rules.				
Backfire Flame Arrestors	One USCG-approved backfire control device on each carburetor of all inboard gasoline engines.				
Ventilation	Boats with permanently installed engines, closed compartments or permanent fuel tanks must have efficient natural or mechanical ventilation.				
Registration	Undocumented boats equipped with mechanical propulsion (gas, diesel or steam engines, and electric motors) and any undocumented vessel used in sport fishing charter activities must be registered with the Division of Motor Vehicles. Certificate of Number must be carried onboard. Registration numbers and validation decals must be properly displayed on hull of boat.				

Alaskaboatersafety.org

US Coast Guard Approved

Mustang Inflatable Suspenders

Mustang Khimera Hybrid and Inflatables





Stearns Inflatable Suspenders



HERO Inflatable Rash Guard





Non- USCG Approved



Float Tech Sea-Tee Inflatable Rash Guard



Stormline 662 Heavy Duty Oilskin Fishing Flotation Pants



Oilskins with Floatation



PFD Reimbursement Online Form



Proper Fit and Wear of PFD





Question: Which PFD is most effective?











THE ONE YOU WEAR!







Juneau Harbors (CBJ)

Echo Cove _ Boat Launch

Amalga Harbor

Auke Bay Loading Facility

North Douglas Boat Launch



Statter Harbor

Aurora/ Harris Harbor

Douglas Harbor

Juneau Harbors (CBJ)



www.juneauharbors.com



Day-Use
Recreational
Launch Ramp
Permit



Annual
Recreational
Launch Ramp
Permit
\$112.92

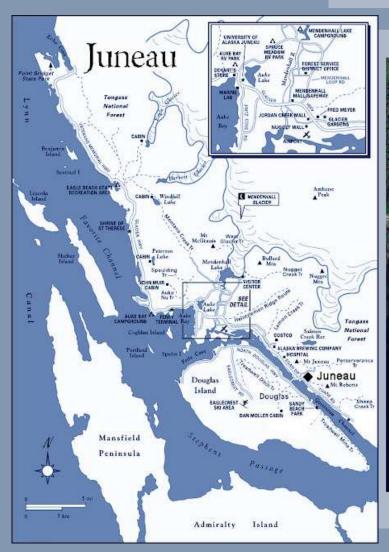


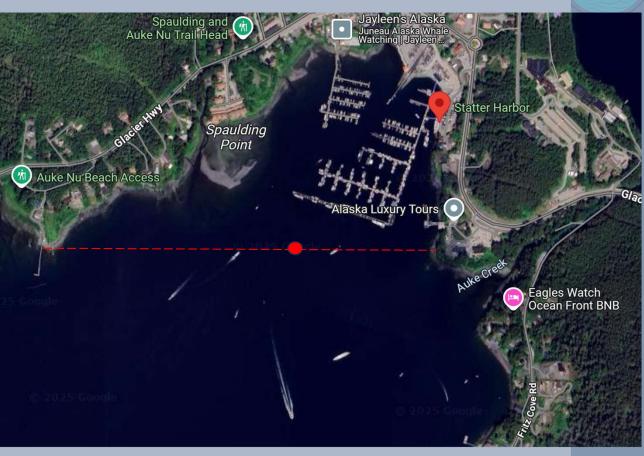
Day-Use
Commercial
Launch Ramp
Permit
\$37.64



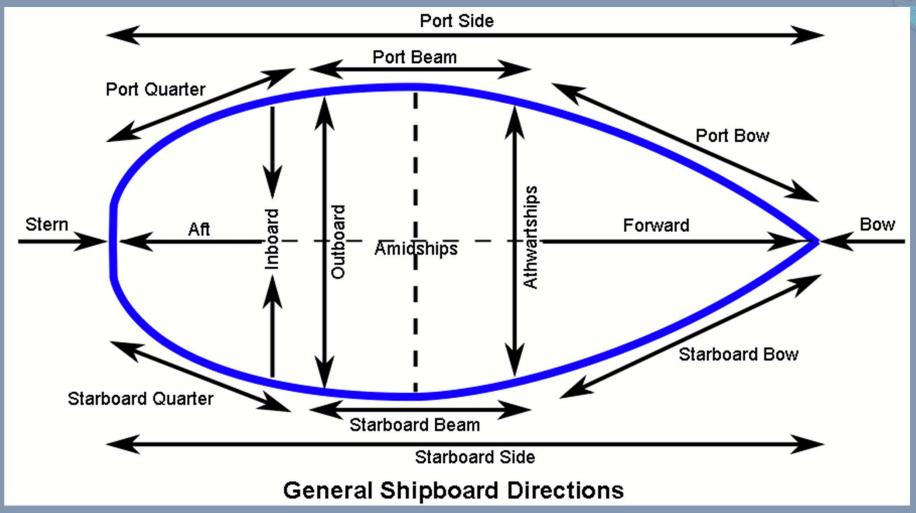
Annual
Commercial
Launch Ramp
Permit
\$313.64

Juneau Harbors (CBJ)

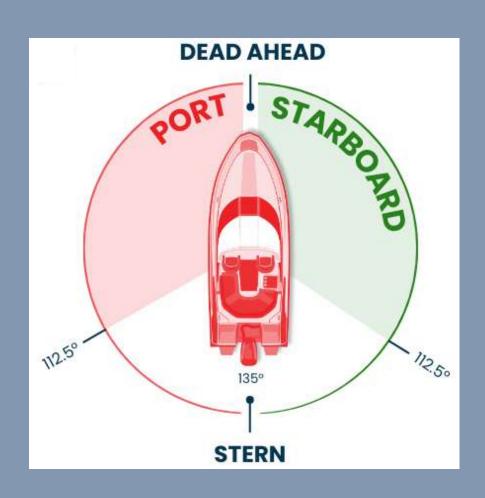


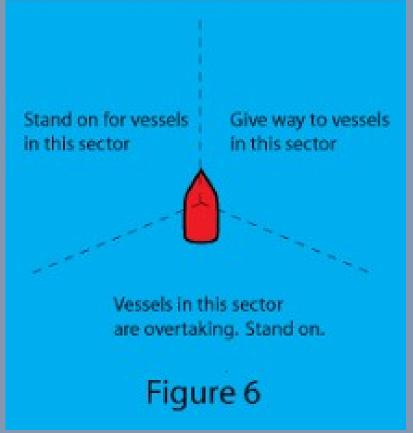


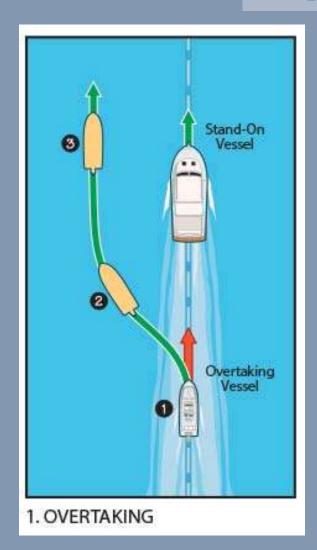










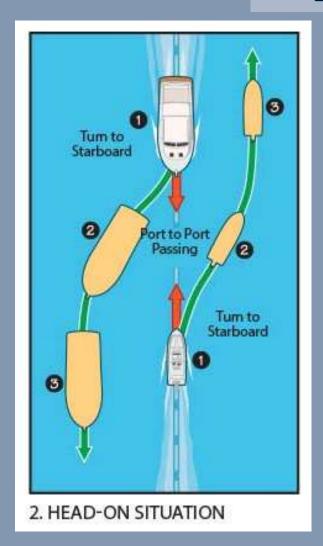


Rules of the Road

When overtaking (passing) another vessel, you can approach either side of the stand-on vessel

You must not cause interference to the stand-on vessel's original course or speed

Your altered course must be deliberate and obvious to the stand-on vessel



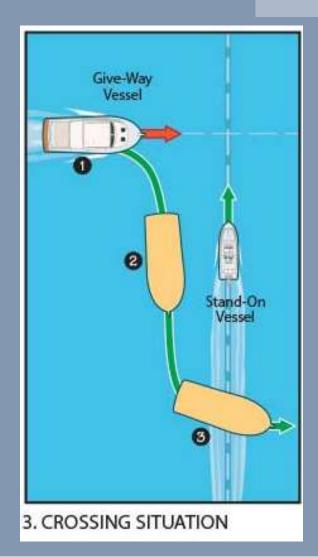
Rules of the Road

When approaching "head-on" with another vessel, you must pass:

PORT to PORT

...unless you communicate with the vessel to pass Starboard to Starboard.

The other vessel must confirm the altered arrangement by VHF or two Horn Blasts

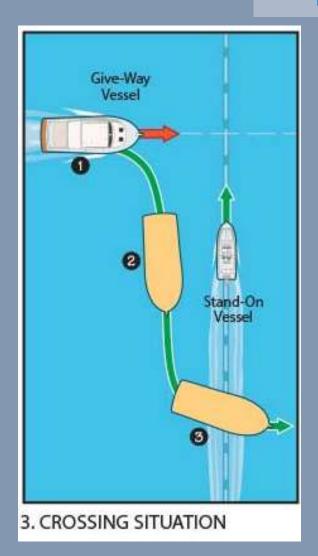


Rules of the Road

If a vessel is approaching from your Starboard side, you must give-way by passing:

BEHIND the stand-on vessel

Make your course alteration early, and obvious to the Stand-on vessel

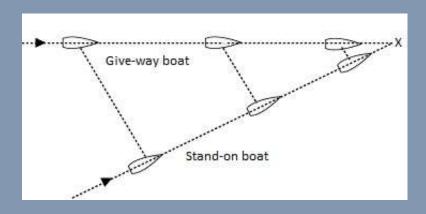


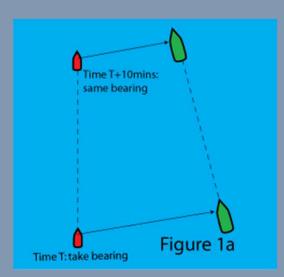
Rules of the Road

If you are the stand-on vessel, do not alter your course

If in doubt of the give-way vessel's intentions slow your speed and emit 1-prolonged blast (5 seconds)

If collision is nearing, allow the giveway vessel to pass ahead. Place your engines astern (reverse) and sound 3-short blasts (1 second)





Rules of the Road

If a vessel in (seemingly) traveling parallel to you, but the vessel's bearing does not change, you are on a



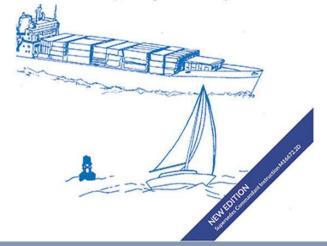




Navigation Rules and Regulations Handbook

Containing - International and Inland Rules of the Road and their respective Annexes

- Bridge-to-Bridge Radiotelephone Regulations
- Vessel Traffic Management Regulations
- Other pertinent regulations for waterway users



Rules of the Road

No vessel has ultimate legal right of way over another.

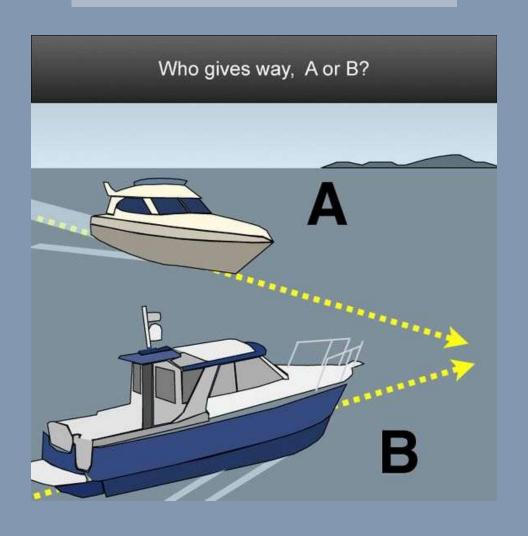
Navigation Rules of the Road govern how different situations should be handled based on the vessel type and activity

Avoid a collision at all costs, even if it means breaking another rule

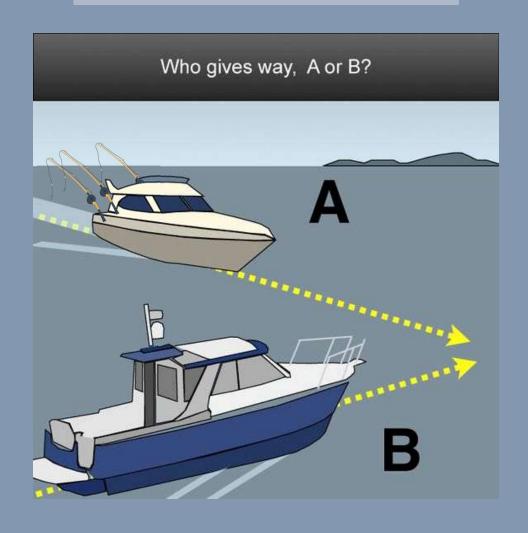
Ketchikan and surrounding area falls under 'Inland Waters' boating regulation

Vessels under sail, engaged in Commercial Fishing (to include Sportfishing), or restricted ability to maneuver, have right of way

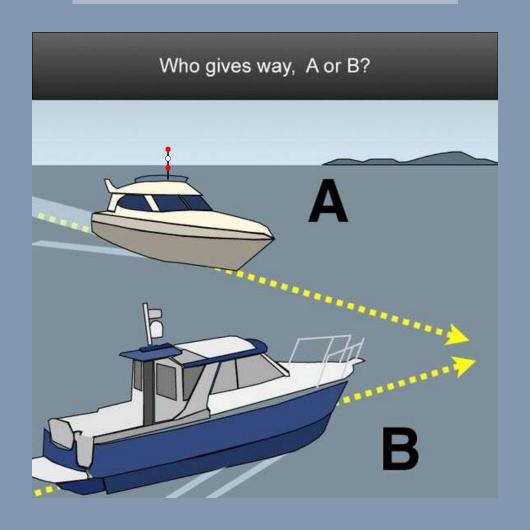














RADIOS



MAYDAY- ONLY IF LIFE THREATENING

Select Highest Broadcast Setting (wattage)

If enabled, press 'Distress Button'

Hold microphone key/ button to transmit

Breathe Deeply

Speak slow, and clear

RADIO

Pan-Pan: 2nd priority calls Impending Emergency

Securite: 3rd priority calls
Nav concern, Weather,
Nav Light Out, Restricted
Ability to Maneuver,
Towing





RADIOS



Exercise: YOU are the Coast Guard!

Write the 5 most important things you hear on the following actual MAYDAY



5 MAYDAY Call Priorities



- 1. MAYDAY (3x)
- 2. Location (geographic + Lat/long)



- 3. Vessel Name
- 4. Vessel Description
- 4. Nature of Emergency
- 5. # of people onboard

MAYDAY RELAY

If no one responds to a MAYDAY call, respond to caller and relay message to Coast Guard

- State your vessel name and position
- Repeat what you heard in MAYDAY
- Standby for instructions





DIGITAL SELECT CALLING (DSC)



Functions:

- Broadcasts distress call
- · Inc. vessel & owner info
- Lat./Long position

To make operational:

- Have to wire into GPS
- Obtain MMSI # boatus.com/mmsi or from FCC license
- Enter # into radio (owners manual)
- Test call to another DSC radio



FIRE EMERGENCY PLAN





Fire Hazards

Fuels

-Gasoline (tank, lines, fittings, vapors)

-Lithium Batteries

-Plastics (upholstery, trim, carpet)

-Wood

Fire Tetrahedron

Heat/Ignition

Oxygen/ Oxidizer

Fuel

*Remove one or more item(s)

FIRE EMERGENCY PLAN



Fire Hazards

Ignition Sources

26% Off-The-Boat Sources

20% Engine Electrical: For boats older than 25 years, old wiring harnesses

15% Other DC Electrical: Reversing the positive and negative cables.

12% AC Electrical: Shore Power/Inverter

9% Engine Overheat

8% Outboard Electrics: Voltage Regulator

FIRE EMERGENCY PLAN

SECTION 5: FIRE SOURCE REFERENCE

Engine/ Combustion Area(s)

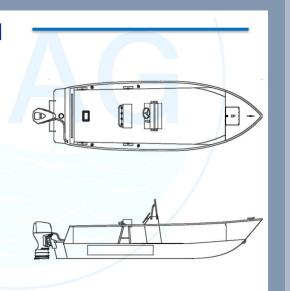
Fuel Vapor Areas

Flammable Fluid Storage

Fuel Tank/ Compartment

Fuel Lines

Electrical Housing



Fire Hazards

Ignition Sources

26% Off-The-Boat Sources

20% Engine Electrical: For boats older than 25 years, old wiring harnesses

15% Other DC Electrical: Reversing the positive and negative cables.

12% AC Electrical: Shore Power/Inverter

9% Engine Overheat

8% Outboard Electrics: Voltage Regulator



Fire Extinguishers

Classes Of Fires	Types Of Fires	Picture Symbol	Extinguisher
A	Wood, paper, cloth, trash and other ordinary materials.		Water Foam Spray ABC Powder Wet Chemical
В	Gasoline, oil, paint and other flammable liquids		Foam Spray ABC Powder Carbon Dioxide
C	May be used on fires involving live electrical equipment without danger to the operator		ABC Powder
*	Combustible metals and combustible metal alloys		■ ABC Powder ■ Carbon Dioxide
K	Cooking media (Vegetable or Animal Oils and Fats)	M _	■ Wet Chemical











Fire Extinguishers

P= Pull

A= Aim

S= Squeeze

S= Sweep

SECTION 4: EMERGENCY EQUIPMENT | Fire Extinguisher TYPE: A B C | Fuel Shutoff | Water Bucket(s) | Fire Blanket

Fire Extinguishers

Store away from highly flammable areas

Store below waist-level, but not on deck flooring

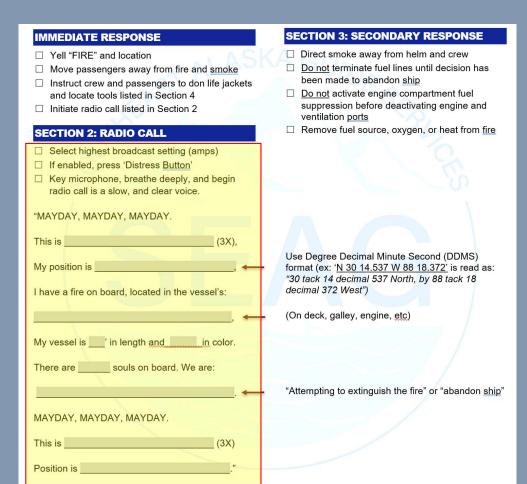
Ensure each type of fuel extinguisher is available for each fuel type present

Always completely discharge the entire contents of the Extinguisher

SECTION 3: SECONDARY RESPONSE IMMEDIATE RESPONSE ☐ Direct smoke away from helm and crew ☐ Yell "FIRE" and location ☐ Move passengers away from fire and smoke □ Do not terminate fuel lines until decision has been made to abandon ship ☐ Instruct crew and passengers to don life jackets ☐ Do not activate engine compartment fuel and locate tools listed in Section 4 suppression before deactivating engine and ☐ Initiate radio call listed in Section 2 ventilation ports ☐ Remove fuel source, oxygen, or heat from fire **SECTION 2: RADIO CALL** ☐ Select highest broadcast setting (amps) ☐ If enabled, press 'Distress Button' ☐ Key microphone, breathe deeply, and begin radio call is a slow, and clear voice. "MAYDAY, MAYDAY, MAYDAY. This is Use Degree Decimal Minute Second (DDMS) My position is format (ex: 'N 30 14.537 W 88 18.372' is read as: "30 tack 14 decimal 537 North, by 88 tack 18 decimal 372 West") I have a fire on board, located in the vessel's: (On deck, galley, engine, etc) My vessel is ___' in length and ____ in color. There are souls on board. We are: "Attempting to extinguish the fire" or "abandon ship" MAYDAY, MAYDAY, MAYDAY, Position is

Response Procedures (Immediate)

- 1. Alert Crew and Passengers of the fire by yelling "FIRE" and the location of the smoke/ flames
- 2. Direct passengers upwind of the flames/ smoke
- 3. Instruct Crew and Passengers to don life-jackets with the intention to abandon the vessel
- 4. Secure all fire-fighting materials

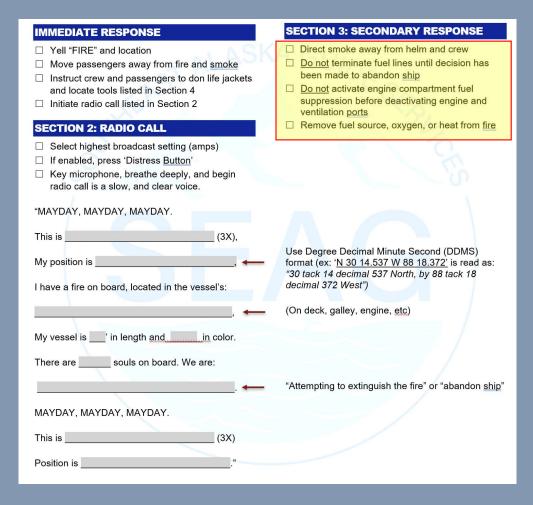


Response Procedures (Radio Call)

Digital Selective Calling: VHF must be networked to a GPS unit for 'Distress Button' to replay coordinates and IMSI Info

Ensure your transmission output is set to the highest amperage/wattage (1 watt= 1 mile of signal travel)

Remember, boat fires happen fast. Consider your <u>first</u> radio call to be your <u>only</u> radio call



Response Procedures (Secondary Response)

Keep smoke and fumes away from: Helm, passengers, escape routes, life raft platforms

Attempt to maintain propulsion until doing so will increase fire risk

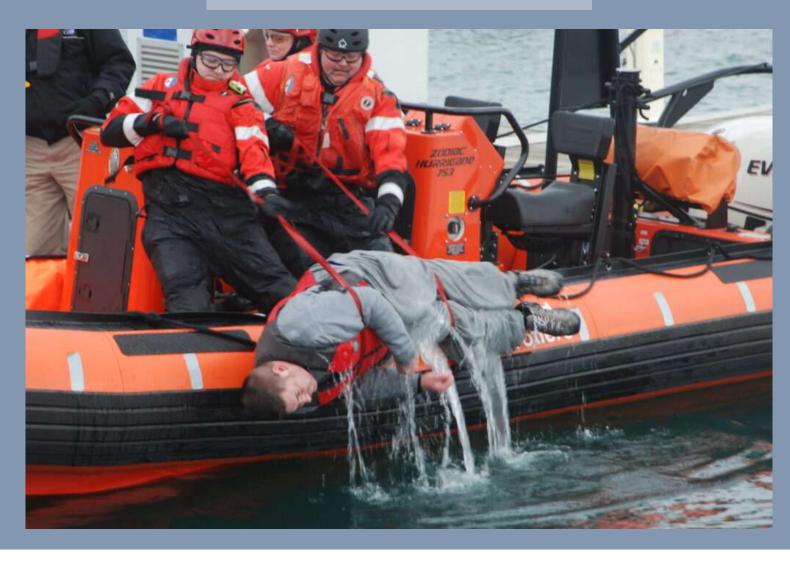
Know how to restart your engines after an automatic engine shutdown

Do not introduce oxygen to inboard or below deck fires

When possible, anchor your vessel prior to ditching

COLD WATER EMERGENCIES





	oundign	Draft Date:
Emergend	y Man-O	verboard Recovery
the water. STEP 1: Conduct 'Ir	nmediate Response' proce ecution STEP 4: Approach	ne procedures of recovering a peson (or persons) from dures. STEP 2: Make VHF Radio Call. STEP 3: Begin and recover casultly. Step 5: Begin casualtly medical 6: Inform and update USCG.
IMMEDIATE RESPONSE		SECTION 3: TOOLS RESOURCES
☐ Yell "Man-Overboard"	LASK	☐ Binoculars/ Scopes
 Deploy a brightly colored or into the water. Mark GPS lo 		☐ Throw Rope and Bag ☐ Gaff
☐ Instruct crew and passenge and locate tools listed in Se	rs to don life jackets	☐ Spotlight/Flash Light
☐ Initiate radio call listed in Se	ction 2	- <u> </u>
SECTION 2: RADIO CALL	_1	
☐ Select highest broadcast se		
☐ If enabled, press 'Distress B		
 Key microphone, breathe de radio call is a slow, and clea 		
MAYDAY, MAYDAY, MAYDAY This is Wy position is I have a man-overboard in the v	(3X), ←	Use Degree Decimal Minute Second (DDMS) format (ex: 'N 30 14,537 W 88 18,372' is read as: '30 tack 14 decimal 537 North, by 88 tack 18 decimal 372 West')
	, ←	(Island, Point, Bay, Harbor, Inlet, Region)
My vessel is' in length and	in color.	
will begin an expanding (Squa	re)_(Circle)	Choose one method (see page 3)
search grid from	— ←	Location of datum
at a course of0 making S	tarboard turns.	First track is down-current from datum
Standing-by on Channel 16. Ov	er"	

Types of Cold-Water Emergencies

Man Overboard

-Known position

-Unknown position

Hypothermia

Drowning

Capsizing/ Foundering

Response Role

-Direct

-Assisting

Emergency		
Instructions: Use this checklist the water. STEP 1: Conduct 'Imme	o guide you through the diate Response' procession STEP 4; Approach	verboard Recovery he procedures of recovering a peson (or persons) from dures. <u>8TEP 2</u> : Make VHF Radio Call. <u>STEP 3</u> : Begin and recover casualty. <u>8tep 5</u> ; Begin casualty medical <u>6</u> : Inform and update USCG.
MMEDIATE RESPONSE		SECTION 3: TOOLS RESOURCES
Yell "Man-Overboard"	. ACK	☐ Binoculars/ Scopes
Deploy a brightly colored or illun		☐ Throw Rope and Bag
into the water. Mark GPS location	5000	□ Gaff
Instruct crew and passengers to and locate tools listed in Section		☐ Spotlight/ Flash Light
Initiate radio call listed in Section		
COTION O PARIO CALL		4
SECTION 2: RADIO CALL		
Select highest broadcast setting	Contract of the Contract of th	
If enabled, press 'Distress Butto	_	
 Key microphone, breathe deeply radio call is a slow, and clear vo 		
MAYDAY, MAYDAY, MAYDAY.		
his is	(3Y)	
1113 13	(5%),	Use Degree Decimal Minute Second (DDMS)
My position is	, ←	format (ex: 'N 30 14.537 W 88 18.372' is read as:
		"30 tack 14 decimal 537 North, by 88 tack 18 decimal 372 West")
have a man-overboard in the vicini	ity of:	decimal 372 West)
	, 🕳	(Island, Point, Bay, Harbor, Inlet, Region)
My vessel is in length and	in color.	
will begin an expanding (<u>Square</u>)	(Circle) ←	Choose one method (see page 3)
earch grid from		Location of datum
t a course of0 making Starbo	oard turns.	First track is down-current from datum
standing-by on Channel 16. Over"		

Man Overboard (Immediate Response)

Identify immediate collision hazards and do not turn vessel *away* from casualty.

Always turn your wheel in the direction of the casualty

Datums: Brightly colored, light emitting, additional flotations, rises from the water surface

If MOB is visible, instruct crew to keep fingers pointed at casualty until operator is approaching

Manage your wake

SECTION 2: RADIO CALL Man Overboard ☐ Select highest broadcast setting (amps) (Radio Call) ☐ If enabled, press 'Distress Button' ☐ Key microphone, breathe deeply, and begin radio call is a slow, and clear voice. "MAYDAY, MAYDAY, MAYDAY. This is (3X), Use Degree Decimal Minute Second (DDMS) format (ex: 'N 30 14.537 W 88 18.372' is read as: My position is "30 tack 14 decimal 537 North, by 88 tack 18 decimal 372 West") I have a man-overboard in the vicinity of: (Island, Point, Bay, Harbor, Inlet, Region) My vessel is ' in length and in color. Choose one method (see page 3) I will begin an expanding (Square) (Circle) Location of datum search grid from First track is down-current from datum at a course of ______0 making Starboard turns. Standing-by on Channel 16. Over"



Emergency Man-Overboard Recovery

Instructions: Use this checklist to guide you through the procedures of recovering a peson (or persons) from the water. STEP 1: Conduct 'Immediate Response' procedures. STEP 2: Make VHF Radio Call. STEP 3: Begin 'Search Quadrant' plan and execution STEP 4: Approach and recover casualty. Step 5: Begin casualty medical assessment, treatment, and plan to return to shore. STEP 6: Inform and update USCG.

SECTION 4: CREW INSTRUCTIONS

- Assign lookouts to each four quadrants. If available, assign secondary lookouts
- Instruct crew to "scan the horizon, not the foreground"
- ☐ Assign a crewmember to relay datum direction and distance
- Instruct crewmembers to <u>NOT</u> leave their quadrant in the event of a possible sighting

SECTION 5: SPOT AND APPROACH

☐ Notify USCG and surrounding vessels that you have spotted a man-overboard:

"All-Stations, All-Stations, All-Stations,

This is

I have spotted a man-overboard in the water at

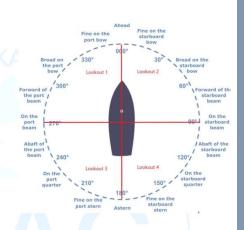
from position

We are attempting recovery. All vessels

maintain your search grids and standby on

Channel 16."

- Release lookouts from quadrant once casualty identity is confirmed
- Choose an approach from the windward side of the casualty



Man Overboard (Searching)

Use all available onboard personnel

Small movements are best seen through your peripheral vision, scanning the horizon line

When available, one competent crewmember should assist the boat operator in scoping DATUM, and logging track speeds

Only scan within your quadrant and rotate crew to avoid eye fatigue

Emergency Man-Overboard Recovery

Instructions: Use this checklist to guide you through the procedures of recovering a peson (or persons) from the water. STEP 1: Conduct 'Immediate Response' procedures. STEP 2: Make VHF Radio Call. STEP 3: Begin 'Search Quadrant' plan and execution STEP 4: Approach and recover casualty. Step 5: Begin casualty medical assessment, treatment, and plan to return to shore. STEP 6: Inform and update USCG.

SECTION 4: CREW INSTRUCTIONS

- ☐ Assign lookouts to each four quadrants. If available, assign secondary lookouts
- ☐ Instruct crew to "scan the horizon, not the foreground"
- ☐ Assign a crewmember to relay datum direction and distance
- Instruct crewmembers to <u>NOT</u> leave their quadrant in the event of a possible sighting

SECTION 5: SPOT AND APPROACH

☐ Notify USCG and surrounding vessels that you have spotted a man-overboard:

"All-Stations, All-Stations, All-Stations,

This is

I have spotted a man-overboard in the water at

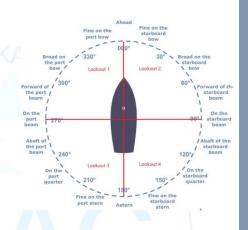
<u>o from</u> position

We are attempting recovery. All vessels

maintain your search grids and standby on

Channel 16."

- ☐ Release lookouts from quadrant once casualty identity is confirmed
- Choose an approach from the windward side of the casualty



Man Overboard (Upon Discovery)

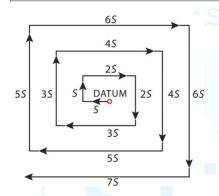
Do not release vessels from search areas until confirmation is made

Approach from the windward side of casualty to lessen propulsion adjustments and block wave action

Train crewmembers on 'walking the casualty' alongside the beam of the vessel

Never 'Back Down' on a victim in the water

Initiating an Expanding Square Search Grid



- Step 1: Identify the down-current direction
- Step 2: Mark heading and speed (7-10 knots ideal)
- Step 3: Travel chosen heading for 60-seconds
- Step 4: Initiate a 900 turn to starboard
- Step 5: Travel new heading for 60-seconds
- Step 6: Initiate a 900 turn to starboard
- Step 6: Travel heading for 120-seconds (2-minutes)
- Step 7: Initiate a 900 turn to starboard
- Step 8: Travel heading for 120-seconds (2-minutes)

*Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view.

Initial Heading

Track Speed

Track Tim	e (minu	utes) 1_	2	_ 3	_4	56	7	8	_ 9	10	
1112_	13_	14	15	16	17	18	19	_ 20	_ 21	_ 22	_
2324_	25_	26	27	28	29	30	_ 31	_ 32	33	34	-
35 36_	37	38	39	_ 40_	41	_ 42	_ 43	_ 44	_ 45	46	_
47 48_	49	50	51	52	53	54	_ 55	_ 56	_ 57	58	_

Man Overboard (Expanding Grid Searches)

Most effective when the location of the search object is known within relatively close limits.

The search commencement point is always the datum position.

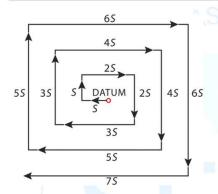
Most effective in single ship searches.

Accurate navigation is critical for proper tracks.

The first leg is usually directed ALONG the wind and/ or current.

All course alterations are of 90-degrees starboard.

Initiating an Expanding Square Search Grid



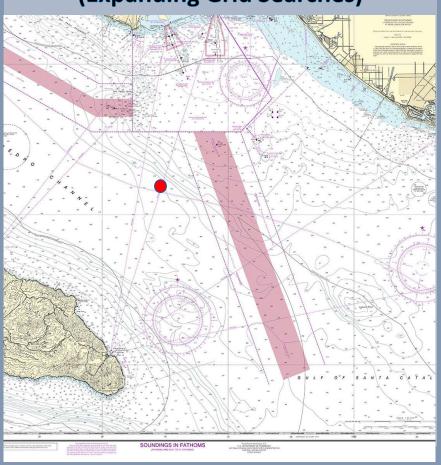
- Step 1: Identify the down-current <u>direction</u>
 Step 2: Mark heading and speed (7-10 knots ideal)
- Step 3: Travel chosen heading for 60-seconds
- Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds
- Step 6: Initiate a 900 turn to starboard
- Step 6: Travel heading for 120-seconds (2-minutes)
- Step 7: Initiate a 900 turn to starboard
- Step 8: Travel heading for 120-seconds (2-minutes)

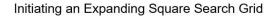
*Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view.

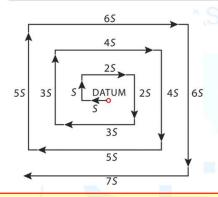
Initial Heading

Track Speed_

Trac	k Time	e (minu	ites) 1_	2	_ 3	_4	56	7	8	_ 9	_10	
11_	12	13	14	15	16	17	18	19	_ 20	21	22	_
23_	24	25	26	27	28	29	30	_ 31	_ 32	33	34	_
35	36	37	38	39	40	41	_ 42	_ 43	_ 44	45	46	_
47_	48	49	50_	_ 51_	_ 52_	53	_ 54	_ 55	_ 56	_ 57_	58	







- Step 1: Identify the down-current <u>direction</u>
 Step 2: Mark heading and speed (7-10 knots ideal)
 Step 3: Travel chosen heading for 60-<u>seconds</u>

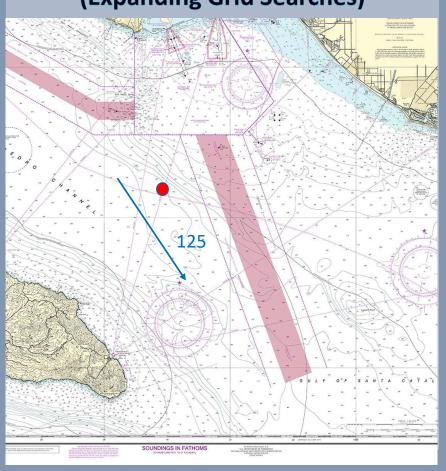
- Step 4: Initiate a 900 turn to starboard
- Step 5: Travel new heading for 60-seconds
- Step 6: Initiate a 900 turn to starboard
- Step 6: Travel heading for 120-seconds (2-minutes)
- Step 7: Initiate a 900 turn to starboard
- Step 8: Travel heading for 120-seconds (2-minutes)

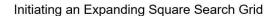
*Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view.

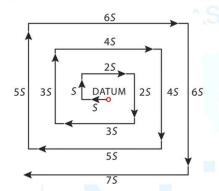
Initial Heading

Track Speed

Track	Time	(minut	es) 1_	2	_ 3	4:	56_	7_	8	9	10	
11	_12	_ 13	_14	_ 15	_ 16	17	_ 18	_ 19	_ 20	_ 21_	22	
23	_24	_ 25	_ 26	_ 27	_ 28	29	_ 30	_ 31	_ 32	_ 33_	34	
35	36	_37	_ 38	_ 39	_ 40	_ 41	_ 42	_ 43	_ 44	_ 45_	46	
47	48	_ 49	_50	_ 51	_ 52	53	_ 54	_ 55	_ 56	_ 57	58	







Step 1: Identify the down-current direction

Step 2: Mark heading and speed (7-10 knots ideal)

Step 3: Travel chosen heading for 60-seconds

Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds

Step 6: Initiate a 900 turn to starboard

Step 6: Travel heading for 120-seconds (2-minutes)

Step 7: Initiate a 900 turn to starboard

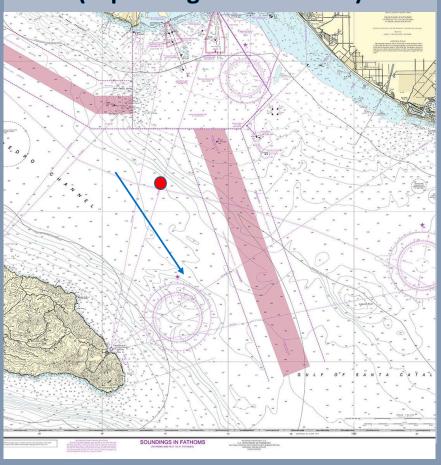
Step 8: Travel heading for 120-seconds (2-minutes)

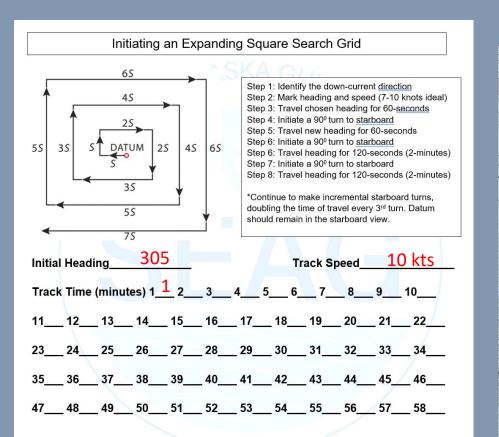
*Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view.

305 Initial Heading

10 kts Track Speed

Track Time (minutes) 1___ 2___ 3___ 4___ 5___ 6___ 7___ 8___ 9___ 10___ 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__ 23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__ 35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__ 47__48__49__50__51__52__53__54__55__56__57__58__







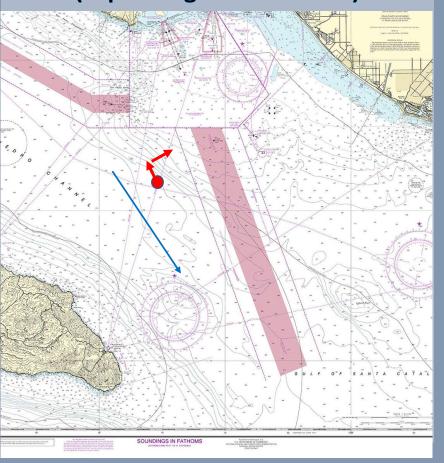


Initiating an Expanding Square Search Grid Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts Track Speed Initial Heading Track Time (minutes) 1 1 2 1 3 4 5 6 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__

23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__

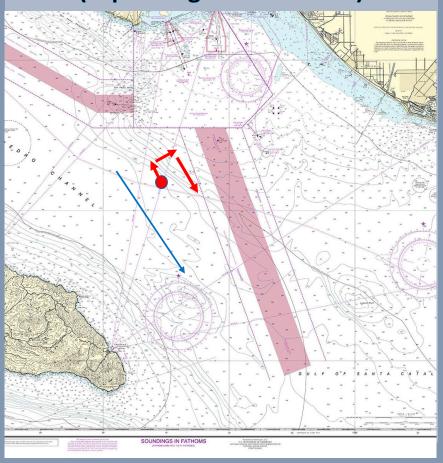
35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__





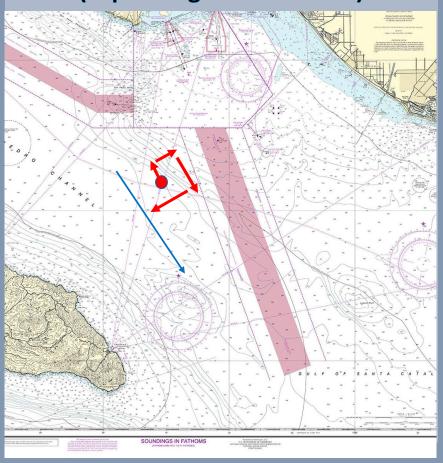
Initiating an Expanding Square Search Grid Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts Track Speed Initial Heading Track Time (minutes) 1 1 2 1 3 2 4 5 6 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__ 23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__ 35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__





Initiating an Expanding Square Search Grid Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts Track Speed Initial Heading Track Time (minutes) 1 1 2 1 3 2 4 2 5 6 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__ 23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__ 35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__

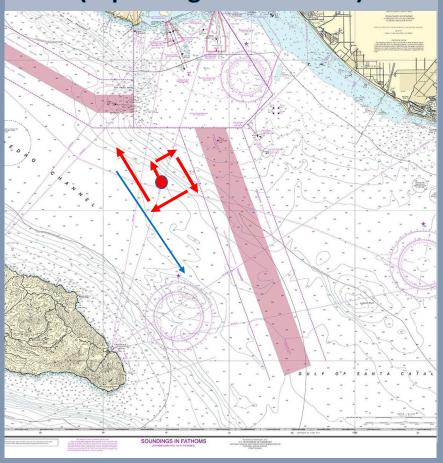




Initiating an Expanding Square Search Grid Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts Track Speed Initial Heading Track Time (minutes) 1 1 2 1 3 2 4 2 5 4 6 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__ 23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__

35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__





Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts

Track Time (minutes) 1 1 2 1 3 2 4 2 5 4 6 4 7 8 9 10

11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__

23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__

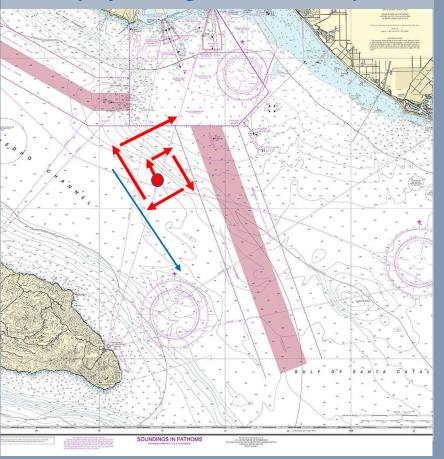
35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__

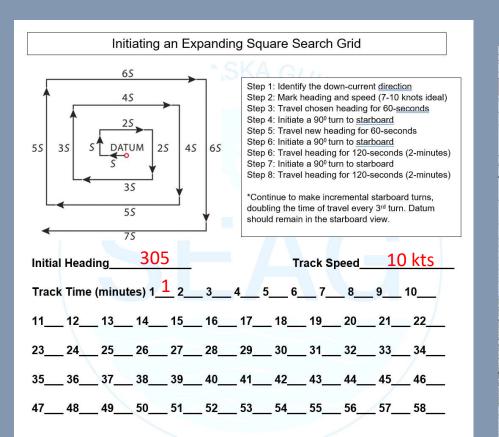
47__48__49__50__51__52__53__54__55__56__57__58__

Initial Heading

Track Speed

Initiating an Expanding Square Search Grid







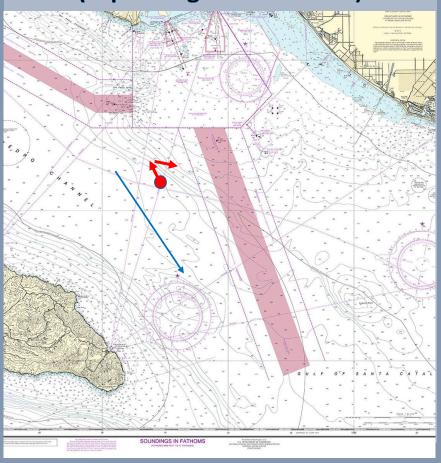


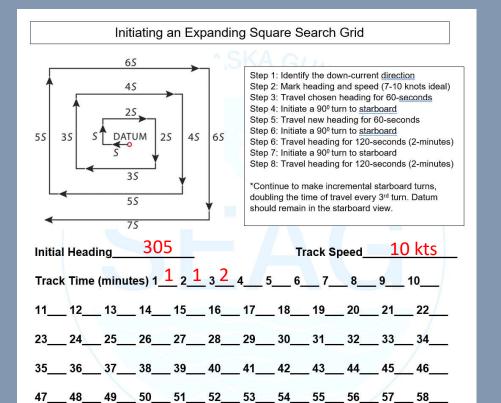
Initiating an Expanding Square Search Grid Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts Track Speed Initial Heading Track Time (minutes) 1 1 2 1 3 4 5 6 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__

23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__

35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__

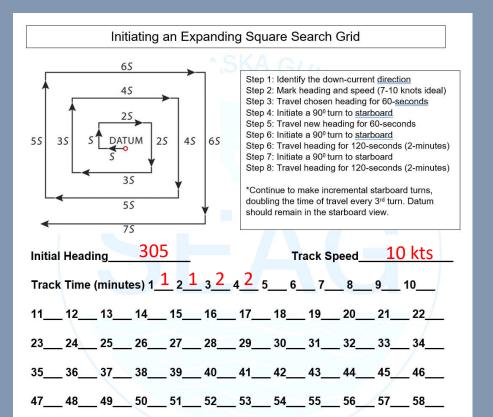




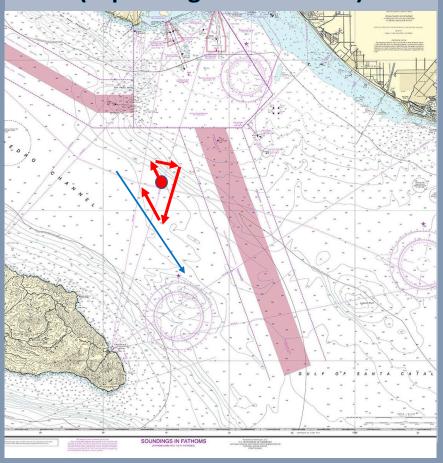










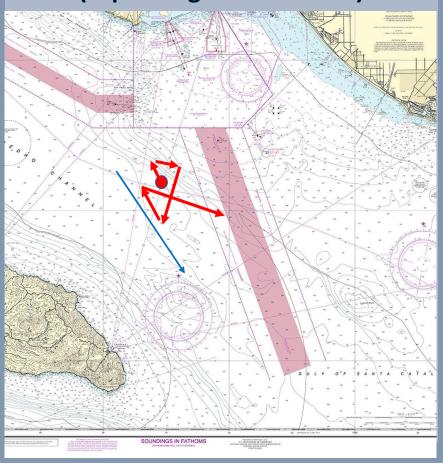


Initiating an Expanding Square Search Grid Step 1: Identify the down-current direction Step 2: Mark heading and speed (7-10 knots ideal) 45 Step 3: Travel chosen heading for 60-seconds Step 4: Initiate a 900 turn to starboard Step 5: Travel new heading for 60-seconds Step 6: Initiate a 900 turn to starboard DATUM 65 Step 6: Travel heading for 120-seconds (2-minutes) Step 7: Initiate a 900 turn to starboard Step 8: Travel heading for 120-seconds (2-minutes) *Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view. 305 10 kts Track Speed Initial Heading Track Time (minutes) 1 1 2 1 3 2 4 2 5 4 6 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__

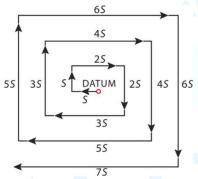
23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__

35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__

47__48__49__50__51__52__53__54__55__56__57__58__



Initiating an Expanding Square Search Grid



Step 1: Identify the down-current direction

Step 2: Mark heading and speed (7-10 knots ideal)

Step 3: Travel chosen heading for 60-seconds

Step 4: Initiate a 90⁰ turn to starboard

Step 5: Travel new heading for 60-seconds

Step 6: Initiate a 900 turn to starboard

Step 6: Travel heading for 120-seconds (2-minutes)

Step 7: Initiate a 900 turn to starboard

Step 8: Travel heading for 120-seconds (2-minutes)

*Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view.

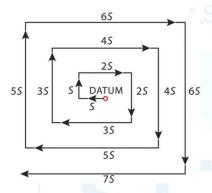
Initial Heading 305

Track Speed 10 kts

Track Time (minutes) 1 1 2 1 3 2 4 2 5 4 6 4 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58



Initiating an Expanding Square Search Grid



Step 1: Identify the down-current direction

Step 2: Mark heading and speed (7-10 knots ideal)

Step 3: Travel chosen heading for 60-seconds

Step 4: Initiate a 900 turn to starboard

Step 5: Travel new heading for 60-seconds

Step 6: Initiate a 900 turn to starboard

Step 6: Travel heading for 120-seconds (2-minutes)

Step 7: Initiate a 900 turn to starboard

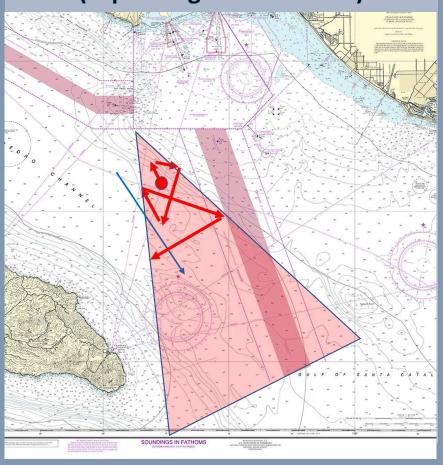
Step 8: Travel heading for 120-seconds (2-minutes)

*Continue to make incremental starboard turns, doubling the time of travel every 3rd turn. Datum should remain in the starboard view.

305 Initial Heading

Track Speed 10 kts

Track Time (minutes) 1 1 2 1 3 2 4 2 5 4 6 4 7 8 9 10 11__ 12__ 13__ 14__ 15__ 16__ 17__ 18__ 19__ 20__ 21__ 22__ 23__ 24__ 25__ 26__ 27__ 28__ 29__ 30__ 31__ 32__ 33__ 34__ 35__ 36__ 37__ 38__ 39__ 40__ 41__ 42__ 43__ 44__ 45__ 46__ 47__48__49__50__51__52__53__54__55__56__57__58__

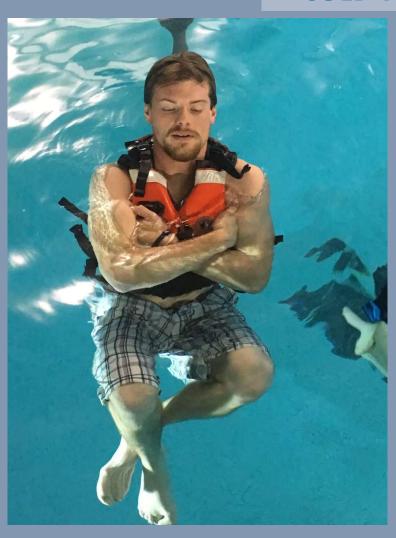






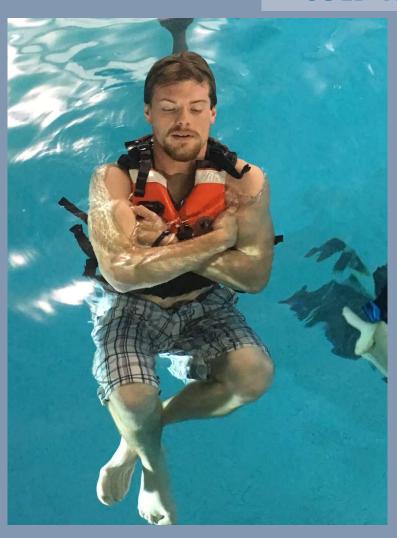
Man Overboard (Drowning Victims)

- Must complete 'Rescue Breaths" before compressions or AED
- Turn victim to 'Recovery Position' when fluid rises into mouth
- Listen for gurgling and wheezing
- Begin CPR and continue until unable or when higher care arrives



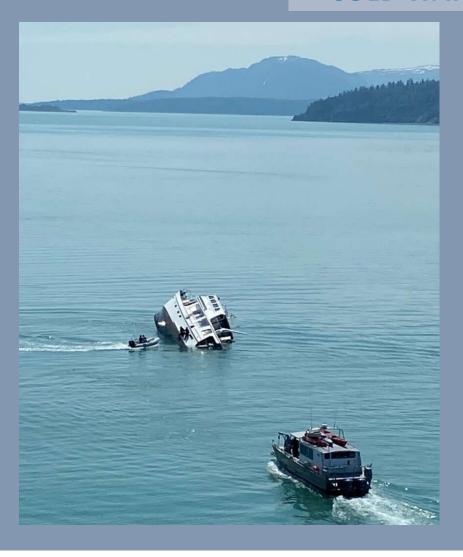
Man Overboard (Signs of Hypothermia)

- Confusion, memory loss, or slurred speech
- Drop in body temperature below 95 Fahrenheit
- · Loss of consciousness
- Numb hands or feet
- Shallow breathing
- Uncontrollable Shivering



Man Overboard (Treatment of Hypothermia)

- Remove casualty from water
- Do NOT overwarm
 - Incremental warming methods: Remove wet clothes; don dry clothes, cover in blankets, skin-to-skin contact, sip warm fluids, keep feet ventilated
- Monitor heart rate and keep casualty alert
- Administer CPR if patient is not breathing
- <u>Do NOT</u> apply warmers or hot water to skin



(Capsize/ Founder)

1 - 10 - 1

- 1- Minute of Breathing Control
- 10- Minutes of Planning for Survival
- **1- Hour of Consciousness**

Square Breathing:

- Inhale deeply for 4 seconds
- Hold your lungs full for 4 seconds
- Exhale for 4 seconds
- Hold your lungs empty for 4 seconds

Wave Approach and Handling





(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave

Stern Slipping

Wave Approach and Handling



PROPER BALANCE

<u>STIFF</u>

VS

TENDER

PROS:

Most stable balance for self-righting after a vessel rolls

CONS:

Uncomfortable and possibly dangerous roll rate

PROS:

Most comfortable "ride" for crew and cargo.

CONS:

If center of buoyancy cannot overcome the lateral push of gravity, vessel will not recover from healed position

(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

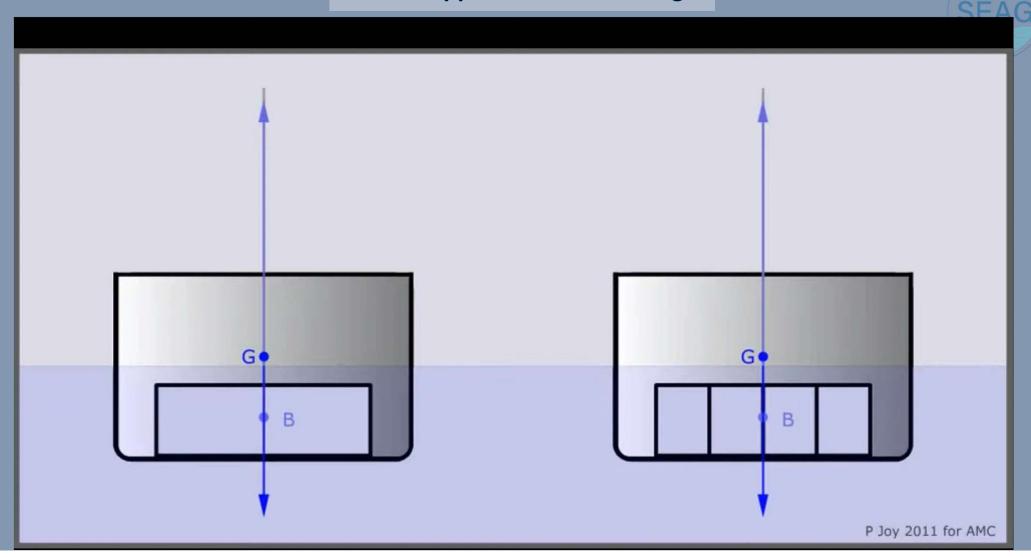
Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave

Stern Slipping

Wave Approach and Handling





(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave





(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/ Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave

Trimming





Trimming In (Down)

- *Lowers the bow
- *Results in quicker planing, especially with a heavy load
- *Improves ride in choppy water
- *Increases steering torque or pull to the right



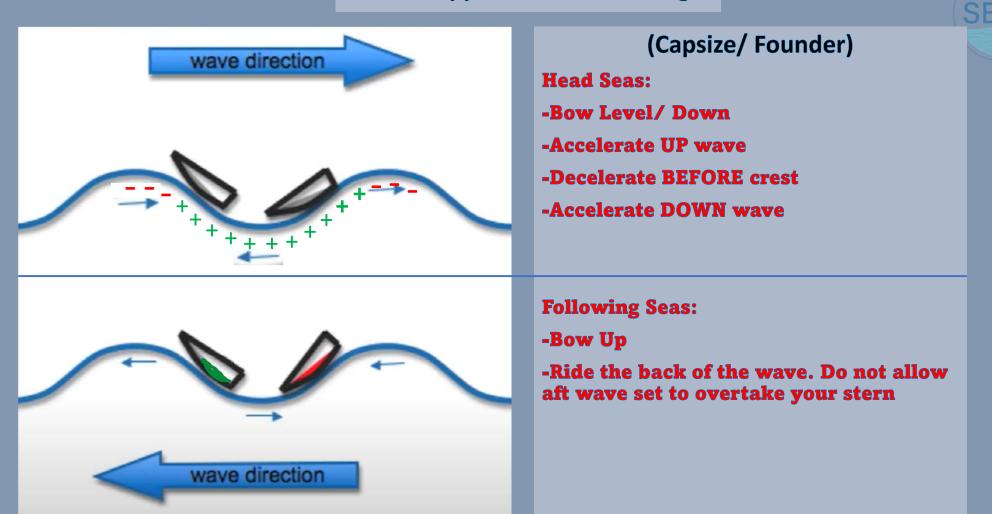
Neutral Trimming

*Normally results in greater efficiency. (Note that the propeller shaft, which connects the propeller to the drive shaft, is parallel to the surface of the water.)



Trimming Out (Up)

- *Lifts the bow
- *Increases top speed
- *Increases clearance in shallow waters
- *Increases steering torque or pull to the left





(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/Inclement Weather

-Tidal breaks

-Following Seas

-Cross-Seas (Confused Seas)

-Tsunami/ Tidal/ Rogue Wave



(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/ Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave





(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave





(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave



(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

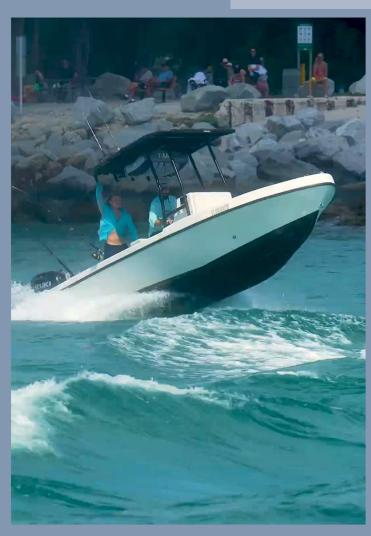
Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave

Stern Slipping

Bow Stuffing/ Pendulum



(Capsize/ Founder)

Improper Weight Distribution and Tie-Downs

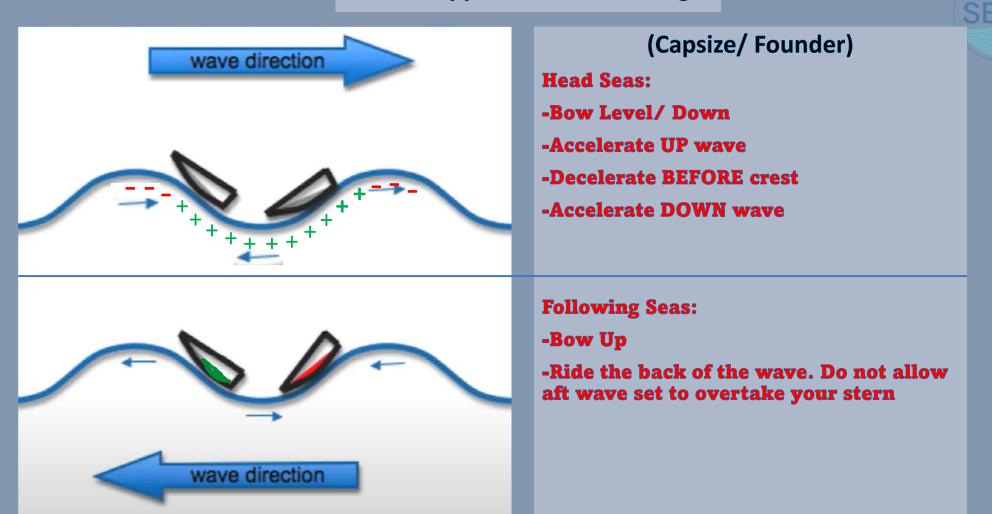
Increased water levels in Buoyancy Voids

Waves/Inclement Weather

- -Tidal breaks
- -Following Seas
- -Cross-Seas (Confused Seas)
- -Tsunami/ Tidal/ Rogue Wave

Stern Slipping

Bow Stuffing/ Pendulum







Emergency Abandon Ship

Instructions: Use this checklist to guide you through the procedures to prepare for evacuation of crew and passengers. STEP 1: Conduct 'Immediate Response' procedures. STEP 2: Make VHF Radio Call. STEP 3: Inform passengers and direct crewmembers to gather tools STEP 4: Deploy life rafts Step 5: Make final radio call STEP 6: Abandon vessel and take command of life raft

IMMEDIATE RESPONSE	SECTION 3: TOOLS RESOURCES
Notify crew of intention to 'Abandon Ship' Sound 7-Short/ 1-Long blasts from horn Instruct crew to gather Tools in Section 3 Initiate radio call listed in Section 2 SECTION 2: RADIO CALL (VHF 16) Select highest broadcast setting (amps) If enabled, press 'Distress Button' or DSC Key microphone, breathe deeply, and begin radio call is a slow, and clear voice. "MAYDAY, MAYDAY, MAYDAY. This is	□ EPIRB □ Rescue Signals □ Manifest □ VHF Radio □ □ □ □ □ □ □ Use Degree Decimal Minute Second (DDMS) format (ex: 'N 30 14.537 W 88 18.372' is read as: "30 tack 14 decimal 537 North, by 88 tack 18 decimal 372 West") ((Island, Point, Bay, Harbor, Inlet, Region)
souls (into # life rafts) (into the water). Requesting immediate rescue. Lookout for:	
O INFRARED BEACON OCOLORED SMOKE OCOLORED FLARES	Repeat full broadcast until you receive acknowledgment from the U.S.C.G. or until it is no longer safe to remain on board. ((്റ്റ്വ്))
o COLORED SEA-DYE	

General Procedures for Ditching

Conduct 'Immediate Response' Checklist

- -Notify Crew of Intent to Leave Vessel
- -Sound 7-Short/ 1-Long blast of a signal device
- -Assign crewmembers to locate and secure rescue items
- -Notify Passengers of Intent to Leave Vessel

Initiate "MAYDAY" call over VHF Radio

-If possible, continue to repeat scripted call until no longer safe to do so

Emergency Abandon Ship

Instructions: Use this checklist to guide you through the procedures to prepare for evacuation of crew and passengers. <u>STEP 1</u>: Conduct 'Immediate Response' procedures. <u>STEP 2</u>: Make VHF Radio Call. <u>STEP 3</u>: Inform passengers and direct crewmembers to gather tools <u>STEP 4</u>: Deploy life rafts <u>Step 5</u>: Make final radio call <u>STEP 6</u>: Abandon vessel and take command of life raft

IMMEDIATE RESPONSE	SECTION 3: TOOLS RESOURCES
Notify crew of intention to 'Abandon Ship' Sound 7-Short/ 1-Long blasts from horn Instruct crew to gather Tools in Section 3 Initiate radio call listed in Section 2 SECTION 2: RADIO CALL (VHF 16) Select highest broadcast setting (amps) If enabled, press 'Distress Button' or DSC Key microphone, breathe deeply, and begin radio call is a slow, and clear voice.	EPIRB
"MAYDAY, MAYDAY, MAYDAY.	·
This is (3X), MAYDAY, this is	
My position is, ←	Use Degree Decimal Minute Second (DDMS) format (ex: 'N 30 14.537 W 88 18.372' is read as: "30 tack 14 decimal 537 North, by 88 tack 18 decimal 372 West")
We are abandoning ship and evacuating #	(Island, Point, Bay, Harbor, Inlet, Region)
souls (into # life rafts) (into the water).	
Requesting immediate rescue. Lookout for:	
o INFRARED BEACON	Repeat full broadcast until you receive acknowledgment from the U.S.C.G. or until
oCOLORED SMOKE	it is no longer safe to remain on board.
o COLORED FLARES	$(((\bigcirc)))$
o COLORED SEA-DYE	

General Procedures for Ditching

Conduct 'Immediate Response' Checklist

- -Notify Crew of Intent to Leave Vessel
- -Sound 7-Short/ 1-Long blast of a signal device
- -Assign crewmembers to locate and secure rescue items
- -Notify Passengers of Intent to Leave Vessel

Initiate "MAYDAY" call over VHF Radio

-If possible, continue to repeat scripted call until no longer safe to do so

Survival items should be consolidated in a dry bag

- -Regular inspections of your dry bag are paramount to survival
- -Dry bag should have easily attachable/detachable device (ie: D-Ring)

Emergency Abandon Ship

Instructions: Use this checklist to guide you through the procedures to prepare for evacuation of crew and passengers. <u>STEP 1</u>: Conduct 'Immediate Response' procedures. <u>STEP 2</u>: Make VHF Radio Call. <u>STEP 3</u>: Inform passengers and direct crewmembers to gather tools <u>STEP 4</u>: Deploy life rafts <u>Step 5</u>: Make final radio call <u>STEP 6</u>: Abandon vessel and take command of life raft

SECTION 4: CREW INSTRUCTIONS

- Assign a crewmember to assist passengers in donning lifejackets and removing hazards to life raft
- □ Instruct crew to prepare exit platform by lashing <u>hand-holds</u> and cutting obstructions, to leeward
 □ Instruct all-crew to lash life rafts to leeward and await orders to enter.
- Order 'all-stop' to motors and activate fuel shutoffs

SECTION 5: DEPLOY LIFE RAFT

0	
	4

Do not deploy life raft into oil slicks or flames

Do not pull painter-line taut until raft is on the desired side of the vessel

Check for entanglement hazards prior to deploying raft over decking

SECTION 6: PREPARE TO EXIT VESSEL

- ☐ Search the surrounding area for hazards (rocks, oil slick, electrical cables, entanglement hazards, electrical cables/ wires)
- $\hfill \square$ Lash tools and emergency equipment to life raft
- ☐ Note time and GPS Location
- □ Make final evacuation radio call:
 "MAYDAY, MAYDAY, MAYDAY...

This is the			

This is our final transmission. We are abandoning

ship at ____

Out."

This is the

☐ Turn radio volume to "Max" prior to leaving helm station

SECTION 6: EVACUATE

- Load at least one strong crewmember first to assist with <u>passengers</u>
- ☐ Balance weight of passengers throughout the life raft, in far corners from one-another
- ☐ Use extra moorage line to tie around the waist of weak or injured passengers during transfer
- ☐ Use knife to cut-away from the vessel, located in life raft kit
- Immediately assign lookout for rescue vessels and do not use signal devices until rescue seems imminent.

General Procedures for Ditching

Preparing the Crew and Passengers

- -Check Life Jackets are appropriately fitted by pulling up on the jacket. It should not rise above the head.
- -Instruct all aboard to remove puncture hazards (pens, hair clips, open knives, etc)
- -Create handholds by lashing line in large loops around the rails and fixed points along the leeward side

Emergency Abandon Ship

Instructions: Use this checklist to guide you through the procedures to prepare for evacuation of crew and passengers. STEP 1: Conduct 'Immediate Response' procedures. STEP 2: Make VHF Radio Call. STEP 3: Inform passengers and direct crewmembers to gather tools STEP 4: Deploy life rafts Step 5: Make final radio call STEP 6: Abandon vessel and take command of life raft

SECTION 4: CREW INSTRUCTIONS

- Assign a crewmember to assist passengers in donning lifejackets and removing hazards to life raft
- ☐ Instruct crew to prepare exit platform by lashing <u>hand-holds</u> and cutting obstructions, to leeward
 ☐ Instruct all-crew to lash life rafts to leeward and await orders to enter
- Order 'all-stop' to motors and activate fuel shutoffs

SECTION 5: DEPLOY LIFE RAFT

Do not deploy life raft into oil slicks or flames

Do not pull painter-line taut until raft is on the desired side of the vessel

Check for entanglement hazards prior to deploying raft over decking

SECTION 6: PREPARE TO EXIT VESSEL

- ☐ Search the surrounding area for hazards (rocks, oil slick, electrical cables, entanglement hazards, electrical cables/ wires)
- ☐ Lash tools and emergency equipment to life raft
- ☐ Note time and GPS Location
- ☐ Make final evacuation radio call:

"MAYDAY, MAYDAY, MAYDAY...

This is our final transmission. We are abandoning

This is the

Out."

☐ Turn radio volume to "Max" prior to leaving helm station

SECTION 6: EVACUATE

- Load at least one strong crewmember first to assist with passengers
- ☐ Balance weight of passengers throughout the life raft, in far corners from one-another
- ☐ Use extra moorage line to tie around the waist of weak or injured passengers during transfer
- ☐ Use knife to cut-away from the vessel, located in life raft kit
- Immediately assign lookout for rescue vessels and do not use signal devices until rescue seems imminent

General Procedures for Ditching

Preparing the Crew and Passengers

- -Check Life Jackets are appropriately fitted by pulling up on the jacket. It should not rise above the head.
- -Instruct all aboard to remove puncture hazards (pens, hair clips, open knives, etc)
- -Create handholds by lashing line in large loops around the rails and fixed points along the leeward side

Life Raft Considerations

- -Identify hazards and manipulate the raft into a safe position <u>before</u> inflating
- -If Fire or flammable fluid is present, deploy from the windward side of the vessel
- -Lash survival equipment to the raft, not individuals

Emergency Abandon Ship

Instructions: Use this checklist to guide you through the procedures to prepare for evacuation of crew and passengers. STEP 1: Conduct 'Immediate Response' procedures. STEP 2: Make VHF Radio Call. STEP 3: Inform passengers and direct crewmembers to gather tools STEP 4: Deploy life rafts Step 5: Make final radio call STEP 6: Abandon vessel and take command of life raft

SECTION 4: CREW INSTRUCTIONS

- Assign a crewmember to assist passengers in donning lifejackets and removing hazards to life
- ☐ Instruct crew to prepare exit platform by lashing hand-holds and cutting obstructions, to leeward Instruct all-crew to lash life rafts to leeward and await orders to enter.
- ☐ Order 'all-stop' to motors and activate fuel shut-

SECTION 5: DEPLOY LIFE RAFT

Do not deploy life raft into oil slicks or flames

Do not pull painter-line taut until raft is on the desired side of the vessel

Check for entanglement hazards prior to deploying raft over decking

SECTION 6: PREPARE TO EXIT VESSEL

- Search the surrounding area for hazards (rocks, oil slick, electrical cables, entanglement hazards, electrical cables/ wires)
- ☐ Lash tools and emergency equipment to life raft
- ☐ Note time and GPS Location
- ☐ Make final evacuation radio call:

"MAYDAY, MAYDAY, MAYDAY...

This is the

This is our final transmission. We are abandoning

This is the

Out."

☐ Turn radio volume to "Max" prior to leaving helm

SECTION 6: EVACUATE

- ☐ Load at least one strong crewmember first to assist with passengers
- ☐ Balance weight of passengers throughout the life raft, in far corners from one-another
- Use extra moorage line to tie around the waist of weak or injured passengers during transfer
- ☐ Use knife to cut-away from the vessel, located in life raft kit
- ☐ Immediately assign lookout for rescue vessels and do not use signal devices until rescue
- seems imminent.

General Procedures for Ditching

Make final broadcast with an updated GPS Location

Leave radio on full volume prior to leaving the helm



Orange smoke

Hand-held flare

Meteor (aerial) flare

Pistol-fired meteor flare

Rocket-prop. parachute flare

Signal Mirror

Dye Marker





Pg 100 in Beating the Odds for details



RESCUE

Туре	lmage	Optimum Visibility	Signal Duration	Advantages	Disadvantages
Orange Smoke		3 to 5 miles at water level, more from the air	50 seconds to 2 minutes	Compact, good for day use, can show helicopter pilots wind direction, can help locate a person overboard in daylight.	Smoke dissipates rapidly in windy conditions, must be used in well-ventilatec area, container can damage raft or cause personal injury.
Handheld Flare		3 to 5 miles	50 seconds to 2 minutes	Compact, longest burning of any flare type, secondary use as a fire starter, inexpensive. Helps rescuers locate you.	Ash and slag can damage raft, signal is low to the water.
Meteor (Aerial) Flare	**	10 to 20 miles	5.5 to 8 seconds	Compact, helps alert rescuers. Maximum height about 100 feet.	Ash and slag can damage raft, can be difficult to operate with cold hands.
Pistol-Fired Meteor Flare	**	19 to 40 miles	5.5 to 30 seconds	Easy to use, helps alert rescuers. Maximum height about 100 feet.	Flares unusable if the pistol breaks, flare can cause personal injury or damage raft
Rocket-Propelled Parachute Flare		40 miles	30 to 60 seconds	Most visible flare on the market for night use. Maximum height about 1,000 feet.	Flare may drift or be blown from your area flare can cause personal injury or damage raft.
Signal Mirror		40 miles	As long as there is enough light.	Compact, easy to use, good for day use, doesn't deteriorate in bad weather.	Needs sun or other light source to work, must be manned constantly.
Dye Marker		10 miles at 3,000 feet of altitude	20 to 30 minutes in calm seas, dissipates more rapidly in rough seas	Compact and easy to use, can also be used on snow, doesn't deteriorate is bad weather.	Only visible during the day, not as visible from the sea as from the air, dissipates rapidly in rough seas.





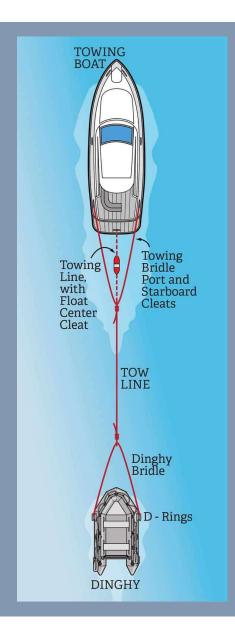
FLARE TYPES





FLARE USE







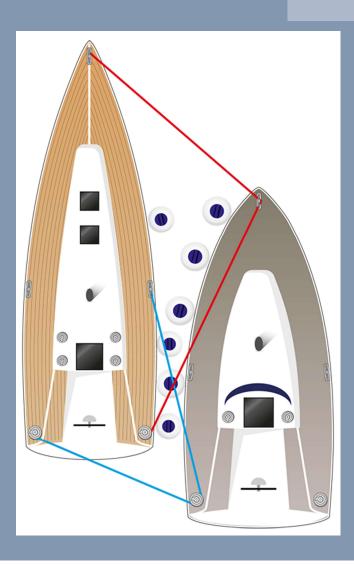
General Procedures for Towing

Do not tow vessels in tidal areas

Nylon or other strong, stretchy line is ideal

Do not carry passengers in towed vessel

Identify rebound areas and keep them clear of passengers and crew



General Procedures for Towing

Do not tow vessels in tidal areas

Nylon or other strong, stretchy line is ideal

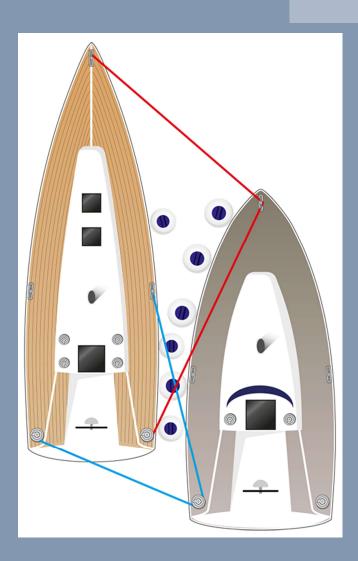
Do not carry passengers in towed vessel

Identify rebound areas and keep them clear of passengers and crew

'Hip-Towing' increases control of towed vessel

Make "SECRURITE" call and announce your restricted ability maneuver

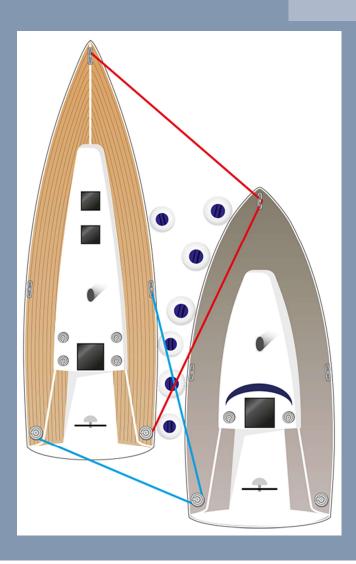




General Procedures for Towing

ESTABLISH A DESTINATION BEFORE TOWING



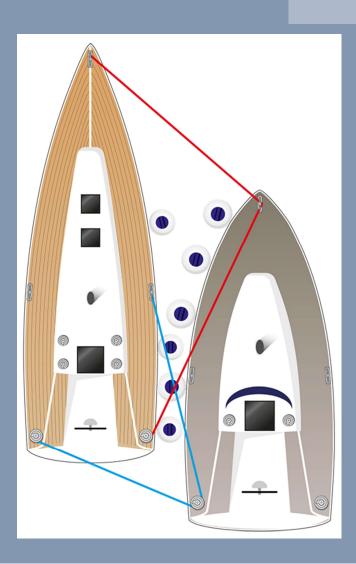


General Procedures for Towing

ESTABLISH A DESTINATION BEFORE TOWING

ESTABLISH A FORM OF COMMUNICATION





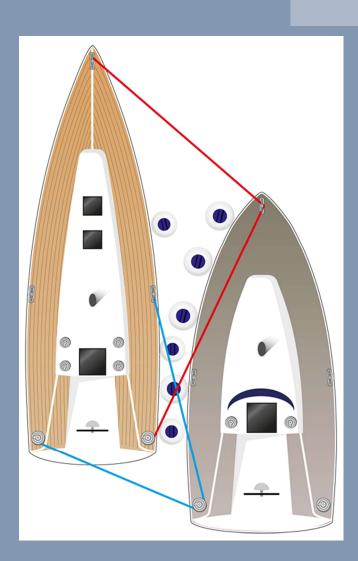
General Procedures for Towing

ESTABLISH A DESTINATION BEFORE TOWING

ESTABLISH A FORM OF COMMUNICATION

ASSIGN LOOKOUTS AND KEEP WATCH





General Procedures for Towing

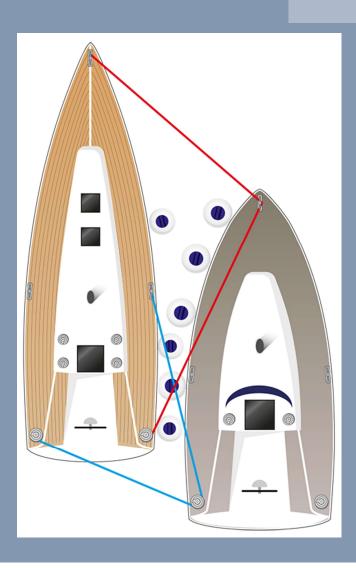
ESTABLISH A DESTINATION BEFORE TOWING

ESTABLISH A FORM OF COMMUNICATION

ASSIGN LOOKOUTS AND KEEP WATCH

ADJUST LENGTH TO ACHIEVE SYNCRONEOUS WAVES





General Procedures for Towing

ESTABLISH A DESTINATION BEFORE TOWING

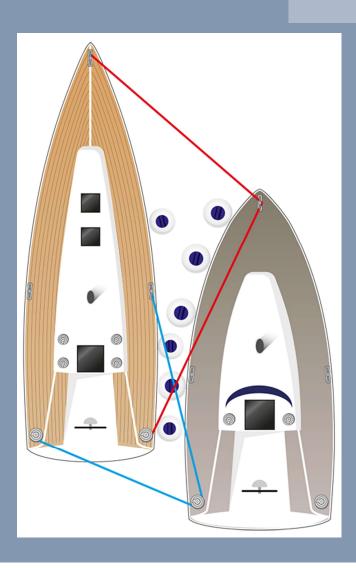
ESTABLISH A FORM OF COMMUNICATION

ASSIGN LOOKOUTS AND KEEP WATCH

ADJUST LENGTH TO ACHIEVE SYNCRONEOUS WAVES

REDUCE TOWLINE CHAFFING





General Procedures for Towing

ESTABLISH A DESTINATION BEFORE TOWING

ESTABLISH A FORM OF COMMUNICATION

ASSIGN LOOKOUTS AND KEEP WATCH

ADJUST LENGTH TO ACHIEVE SYNCRONEOUS WAVES

REDUCE TOWLINE CHAFFING

DO NOT 'HIP TOW' IN FOLLOWING SEAS







Transferring Passengers

Similar Line Assembly as 'Hip Towing'. Add short spans of line abreast the two vessels

Only the disabled vessel should place fenders

Assign a Lookout to warn of approaching waves or wakes

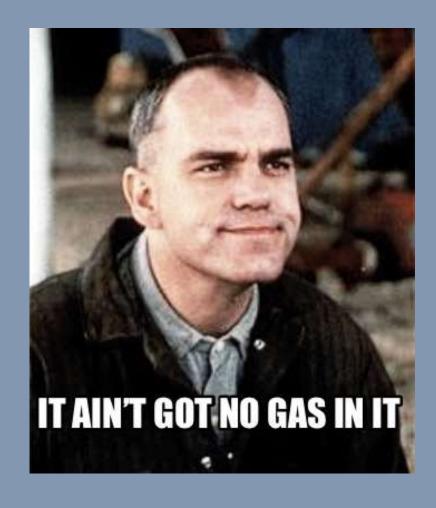
Identify at least 3-points of contact

Do not 'span' the two boats

When assisting others across the span, do so from the receiving vessel

Troubleshooting Systems





Troubleshooting Systems



Generic Outboard Engine Troubleshooting Guide

Engine does not start	
Possible Cause	Solution
Fuel tank is empty	Refill tank. Fuel that has been in the tank for over 30 days should be drained and replaced with clean, fresh fuel.
Kill switch is engaged	Disengage the kill-switch.
Kill switch clip is not inserted	Insert the kill switch clip firmly into place. Or try removing the clip and putting it back in place.
Engine is in gear	The engine needs to be set to neutral in order to start. Slip the engine lever to neutral and try starting again.
Dead battery	Charge the battery to give the engine enough power to start up. Also, check the electrical connections of the engine for any signs of damage, corrosion, or loose wires.
Engine flooded	Turn choke off and try starting. If still not starting, take out spark plugs and allow fuel to evaporate from plugs and combustion chamber before trying to start again.
Damaged spark plugs or ignition system	Make sure the plugs are seated tightly and not loosely. Use a spark plug tester to check if the ignition system is in good condition or if the plug is sparking. If tester is unavailable, unscrew plug and with plug connected to ignition system look for spark while trying to start engine. If no spark replace the spark plugs. In more extreme cases of damage, the ignition system may need to be replaced.

Engine overheated	
Possible Cause	Solution
Water is blocked from entering the cooling system	Turn engine off and check for any blockage in water flow. Remove weeds, foreign objects, etc. from intake vent. Try running engine again after it has cooled down. Water cooling system should always be 'peeing' while the engine is running.
Broken water pump impeller (round disc with blades that circulates water though the engine)	Replace the water pump impeller with a new one.

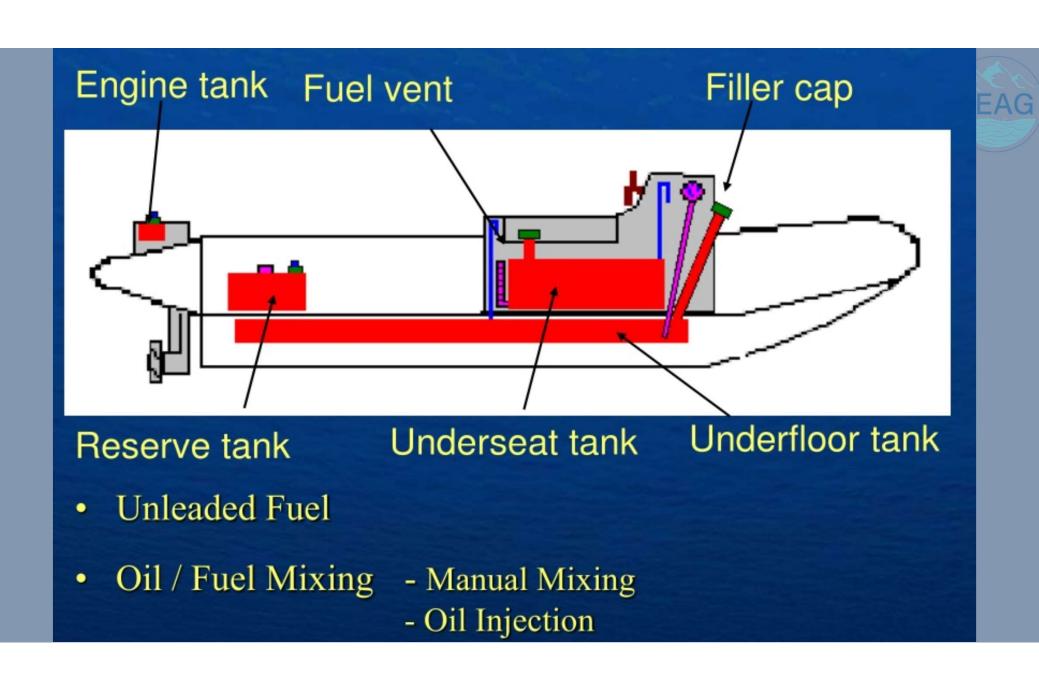


Console

SEAG

- •Helm (Remote) Steering
- •Throttle / Gear Change
- •Tilt / Trim Switch -
- •Cold Start / Neutral Throttle
- •Deadmans-
- •Ignition Key-
- Other dials and lights and thingys...



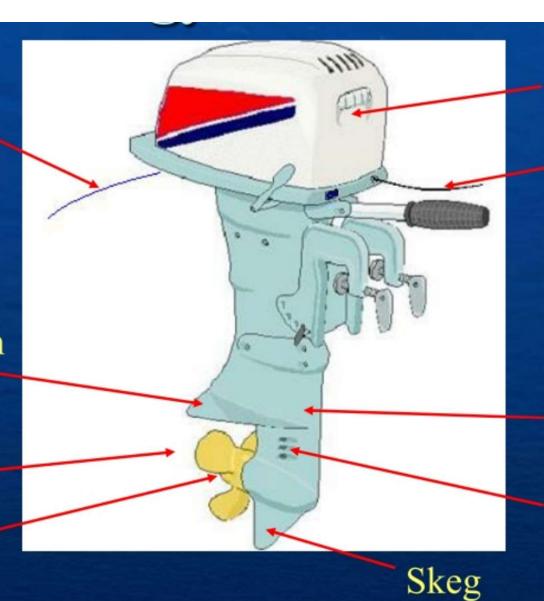


Tell-tale (open circuit)

Anti-cavitation plate

Prop

Exhaust

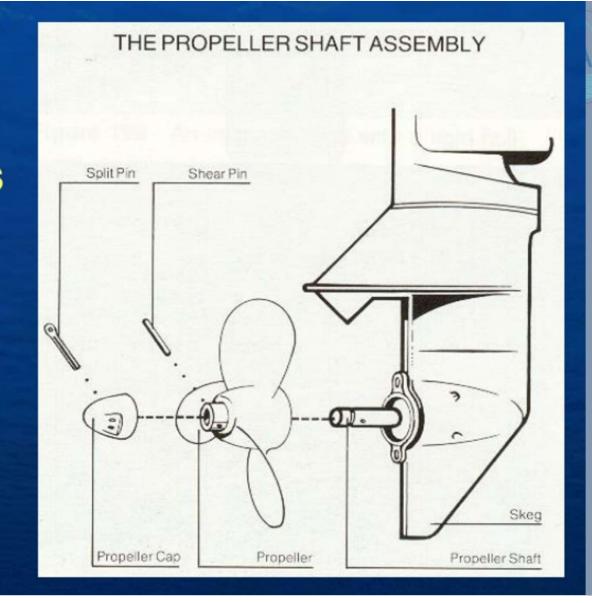


Cowl Fuel line

Water pump

Water inlet

- Shafts
- Propeller pitches
- Shear pins
- Splined hubs
- Spare prop
- Prop guards





QUESTIONS