

Safety Brief

Everyone Must Know:

Dangers

Vessel			Person	
Gas	Fire	Flood	Medical Emerg.	MOB

Below Decks

Gas

- Gas appliances
- Alarm (demonstrate alarm)
- Smell (tell Skipper or crew immediately)
- Skipper may give order to raise alarm
- Gas shut off valves
- Switch off anything that may make flames (heaters)
- No switches, electronics, naked flames or smoking
- Muster in cockpit (LJs on)
- Open hatches and ventilate boat, pump manual bilge pumps

Fire

- Smoke alarms (location of, demonstrate)
- Raise alarm - wake Skipper, then crew, then everybody else
- Muster in cockpit or safest place on deck (LJs on)
- Small fire... anyone trained in firefighting?
- Likely causes:
 - Galley – shut off gas, fire blanket
 - Electronics – shut off electronics, CO2 fire extinguisher
 - Engine Rm – shut off fuel + air, remote/auto activated gas extinguisher or extinguisher access hole
 - Heater – shut off fuel, powder fire extinguisher
- Large fire = Bad news!
 - Use fire extinguishers to aid escape
 - Escape routes (hatches)
 - Familiarise with every extinguisher and escape route (now)
 - Only the Skipper may give the order to abandon ship

Flood

- Hatches closed at sea
- Raise alarm - wake Skipper, then crew, then everybody else
- Muster in cockpit
- Shut watertight compartments
- Only the Skipper may give the order to abandon ship

Safety Brief

Abandon Ship

- Survival suits and LJs!
- Muster in cockpit and await instructions
- Skipper will organise launch of life raft
- DSC + Mayday voice call (show everyone the radio, DSC button and example call)
- Other emergency equipment locations (distress beacons, emergency water, grab bag)
- Step UP into life raft
- Enter life raft DRY

Medical Emergency

- Causes:
 - Not listening to the Skipper
 - Misuse of ropes, winches
 - Anchor windlass
 - Keep doors secure and cupboards locked shut
 - Put things away
 - Hold on and go down stairs backwards
 - One hand for the boat
 - Use torches in the dark
 - Stay warm and dry (dress appropriately)
- Medical supplies:
 - Daily use – show location and help yourselves
 - Main medical kit – Skipper/Crew access only
- Let the Skipper know about any concern, your or someone else's, including burns or even if you are just cold and tired!
- Any allergies?
- Any medical conditions we haven't already been informed of (can tell either Skipper in private)
- Any doctors aboard?

On Deck

- Assign LJs
- Everyone must practice donning a LJ and size to fit
- Open up your own LJ and explain features
- Explain when a LJ must be worn
- Tour of the deck using all jackstays and pointing out trip hazards and grab rails
- No puking overboard unless you are clipped on
- Don't shine torches in people's faces (try to remember this whilst using headtorches)
- Walk on the high side of the boat

MOB

- NEVER FALL IN! – stress how serious this is
- But if someone does:

Safety Brief

- Point, look and shout. Most important thing to remember
- Raise alarm, Skipper, crew and everyone else on deck ASAP wearing LJs!
- Hit the MOB button
- Skipper will coordinate pickup and may need help with sails etc...
- MOB gear, location and deployment
- Someone send a Mayday

At Least One Other Must Know

Distress

- Seacocks locations
- Use of wooden bungs
- Location of and use of bilge pumps
- Location of and use of flares
- Location of and use of any other distress beacons (EPIRB, SART etc.)
- Liferaft deployment and boarding

Seamanship

- Basic and easy plan to get back to port (use of chartplotter is easiest)
- How to start and stop the engine
- Raising and lowering of sails
- Safe use of ropes and winches
- Anchor deployment and retrieval
- Liferaft Deployment