



FIRE

Engine Fire (Oil fire – NO WATER)

Turn off engines

Fire extinguishers/Fire Blankets are located

- 1) Starboard Hull: Entrance to master cabin
- 2) Port Hull: Guest cabin
- 3) Galley: Above cooktop

Fight Fire

Starboard: Open second floorboard back from head.

Port: Open fourth floorboard back from head.

This has the fire extinguisher port and is NOT the engine. Engine compartment is one floorboard farther aft.

Do not open engine compartment before operating fire port.

Wet blanket is a great fire fighting tool

Fiberglass fire/cushion fire. Water ok. Throw bits overboard if possible.

NO WATER on oil fire.

Turn off batteries

1. House Batteries: under nav station
2. Starboard engine: Bottom of Stairs
3. Port engine: Bottom of Stairs
4. Genset: Genset locker



Emergency call



VHF: IF VHF off, Turn VHF on with 3 switches (It should be on under way). 1) "Helm sub panel" switch at main breakers must be on 2) VHF on at the helm. 3) Turn VHF on via power button at Nav Station. Press 16 button to tune radio to 16. Hold PTT button on microphone while talking

and release to hear response. There are handheld VHF's in second drawer of entertainment cabinet.

Script

MAY DAY MAY DAY

This is the sailing catamaran Two Fish.

We have an emergency [Explain a) man overboard b) vessel taking on water c) vessel without power etc..]

Our location is xx Lat yy Lon. This is listed on the screen on the VHF. You can also give description (ie near Frog island). (Look in log book for last location with time if no electronics)

Our MMSI is 367564450

USCG vessel number 1247659

We have an EPIRB and AIS (if still working)

Sat Phone



Use headset for stronger connection but can remove from cradle.
Check directory for coast guard numbers. They are programmed in the unit. Also if needed turn on the GPS feature in the phone to report your location if not on the vessel.



EPIRB

Remove from bracket

Tie to yourself

Flip switch 180 degrees

Lights will indicate transmitting

Be outside to transmit



How to deploy life raft

- 1) Take before leaving
 - SAT PHONE: Remove from cradle at nav station
 - Ditch bag: Cockpit locker. Yellow bag
 - Water: Under settee, Pantry
 - While underway a handheld VHF and GPS should be in ditch bag
- 2) Do you really want to leave? Have you used radio to inform people of your exit?
- 3)
 - a) Attach life raft painter to boat
 - b) Remove cotter pins from liferaft holder by rotating slides. Then pull out.
 - c) toss canister into the ocean

INSTRUCTIONS ON CASE



What to do in case of flooding

Start engines!!

Fresh or Salt?

Find source of leak.

Map of all through hulls on washer/dryer door.

Plugs are located in upper cabinet next to master head

Tack? Or change course to prevent some flow!



Man Overboard

- 1) Assign a lookout
- 2) Stop Boat
- 3) MOB on Furuno:
 - a. Press small round button
 - b. On menu select MOB
- 4) Throw anything: Life ring, cushions, trash
- 5) Engines on
- 6) Do not throw life sling as can get caught in engines
- 7) Look for a possible AIS target. Spinlock vests have AIS units to help find lost crew