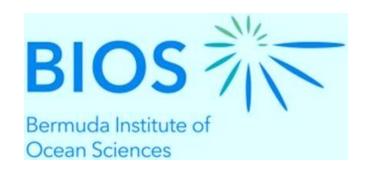


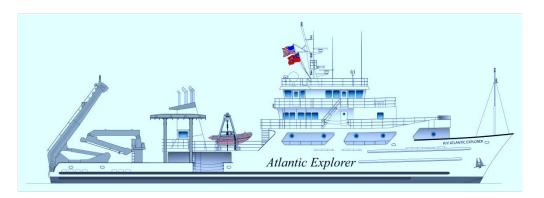
# Pre-Cruise Safety Briefing





# **Emergency Evolutions**

- Fire & General Emergency
- Abandon Ship
- Man Overboard



# **Bunk #24**

Rating: Scientist

**Assigned Life Raft: #1 STBD** 



- Muster on 01 deck aft.
- Stand by for instructions from crew.

**Fire** 





- Muster on 01 deck aft.
- Stand by for instructions from crew.

**Abandon** Ship



- Muster.
- Throw flotation device.
- Maintain constant lookout from 02 or 03 deck.
- M. O. B.





- Muster in galley.

Stand by to assist.



Muster in galley.



- Muster in galley.
- Stand by to assist.



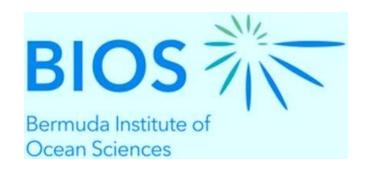


- Muster on 01 deck aft.
- Stand by to assist.

**Collision** 







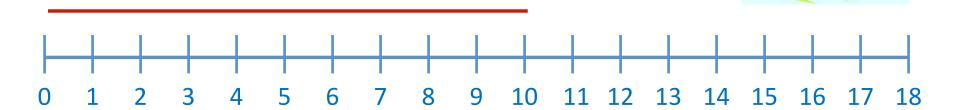
Atlantic Explorer

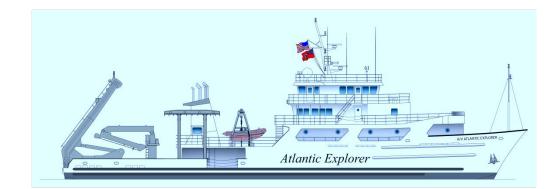
### Covers the following:

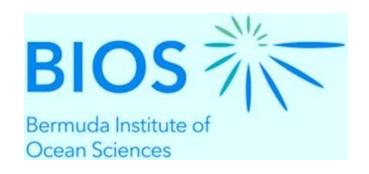
- Fire
- Collision
- Grounding
- Any Emergency that may arise



#### > 10 seconds General Alarm





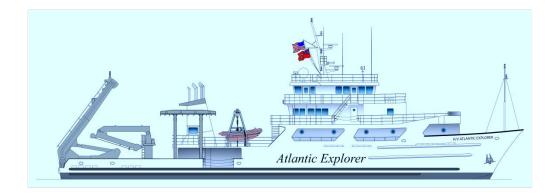


Report directly to Muster Station

– take life jacket, hat

If you're not there . . . someone

WILL go looking for you

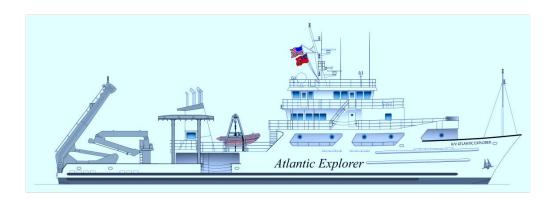




#### Two Muster Stations on vessel:

- 1. Primary 01 Deck
- 2. Alternate Aft Deck

### At dock: On dock

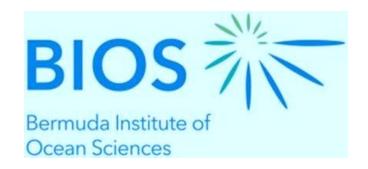




# Muster

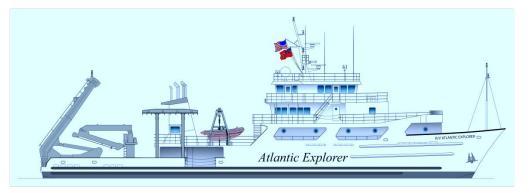


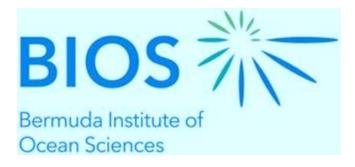




# Muster

Once mustered, Science Party will be directed in how to assist or where to go, depending on the nature of the emergency.

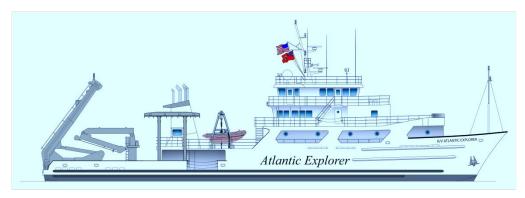


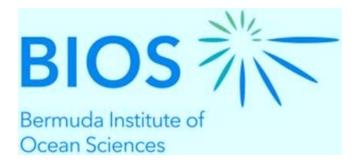


# **EEBD**



E mergency
E scape
B reathing
D evice

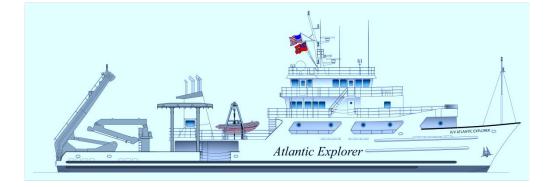


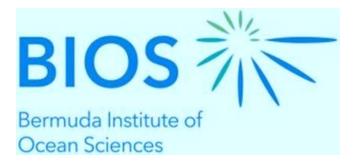


# Fire



Notify bridge immediately Grab nearest fire extinguisher Cut off ventilation

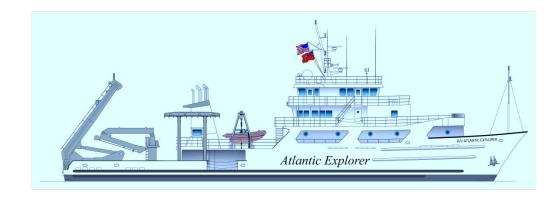




# Portable Fire Extinguishers



### **Dry Chemical**



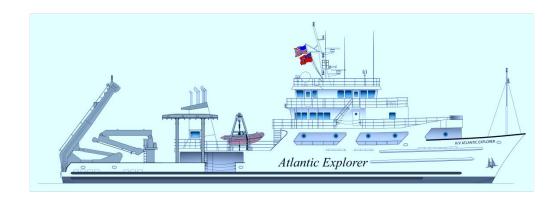


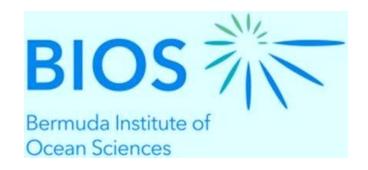
# Portable Fire Extinguishers



 $CO_2$ 

Don't touch spout!



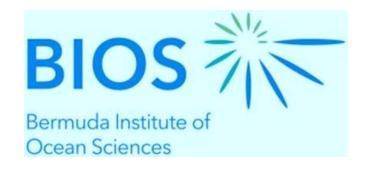


# Portable Fire Extinguishers

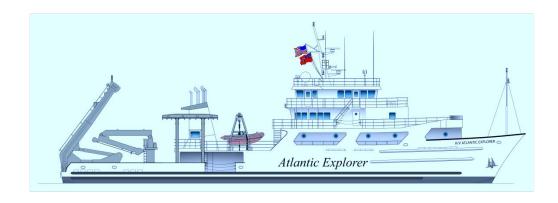
Atlantic Explorei

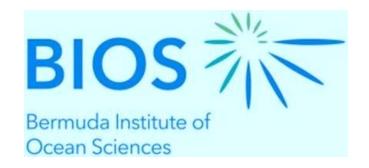
### PASS mnemonic:

- P Pull pin
- A Aim at base
- S Squeeze trigger
- S Sweeping motion



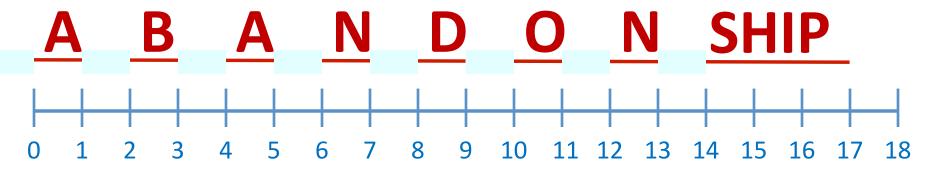
## **ABANDON SHIP**



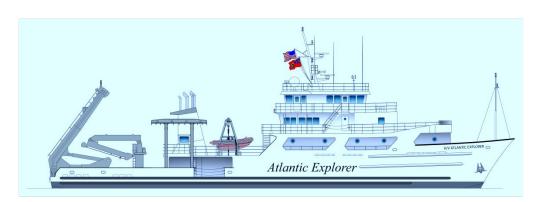


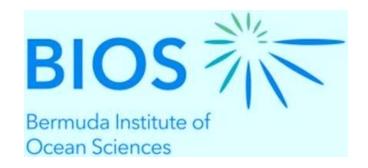
### **Abandon Ship**

### More than 6 short + Prolonged









### Abandon Ship

# Muster as if for 'Fire & General Emergency' (If not already mustered)

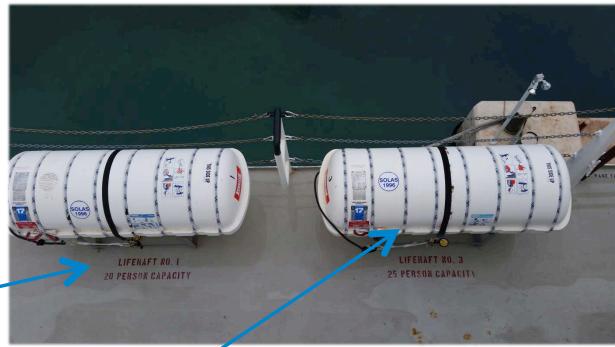
Life Rafts will then be launched (Instruction during Abandon Ship Drill)





## Life Rafts

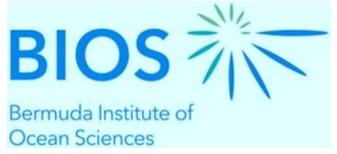
**STBD** 



#1

#3





## Life Rafts

## **PORT**



#4

#2





# BIOS SAR Equipment

Atlantic Explorer

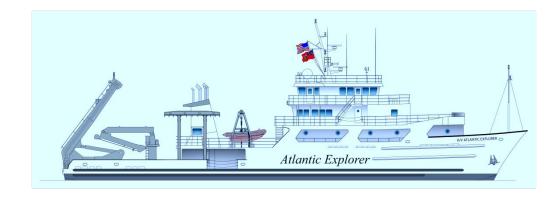
- EPIRBs
- SARTs
- Radios
- **Distress Signals**



## **EPIRBs**



# GPS model no wait for satellite triangulation





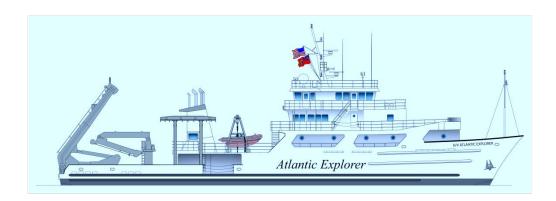
## **EPIRBs**



### **PORT**

## Deployment:

- Manual
- Automatic



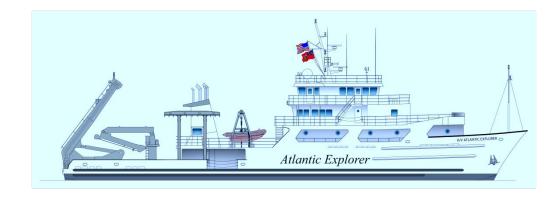


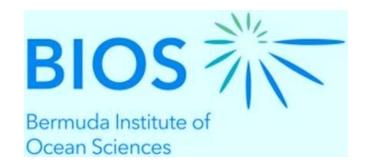
### **SARTs**



### #1 in Teaching Lab

- VHF based AIS
- Built in GPS





### **SARTs**

# #2 in Bridge - PORT







### **Survival Radios**



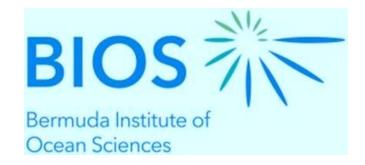




# BIOS Distress Signals



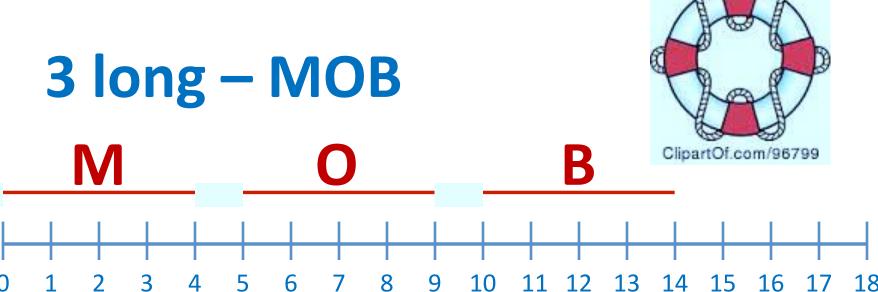


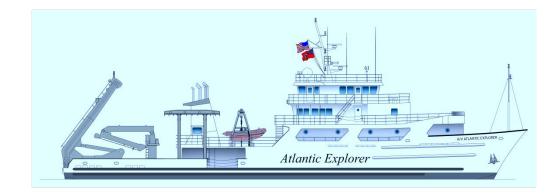






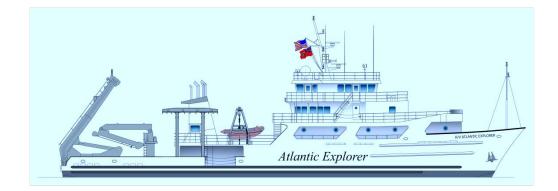








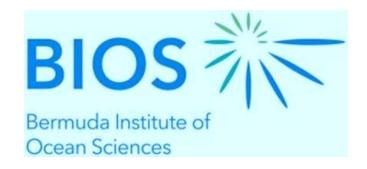
- Muster as you would for 'Fire & General Emergency'
- Will be put to work as lookout





- Get word to bridge
- Throw flotation device
- Point and keep pointing
- Don't take eyes off victim
- Work your way up

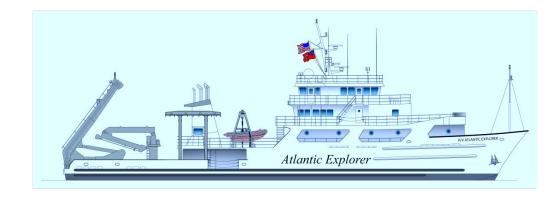




# MOB







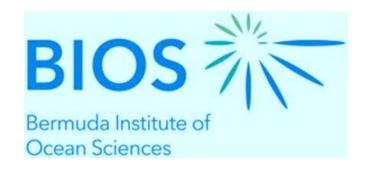


# DROWNING

### **Man Overboard**

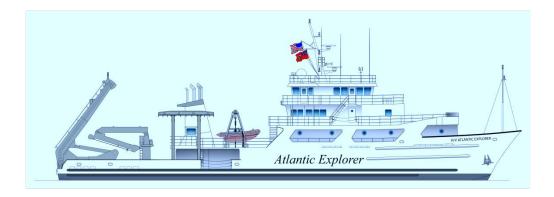
Your help as a lookout is greatly appreciated but, for your safety, please leave the actual rescue of a person overboard to the crew are trained for this operation.

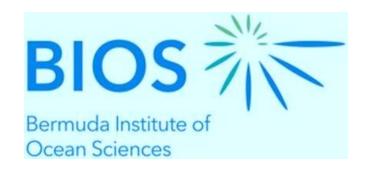




## Safety on Deck

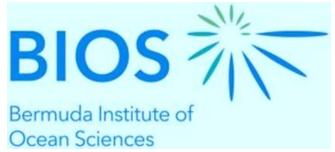
All persons have the authority to stop an operation on deck if they see something they feel is unsafe, regardless of their role.

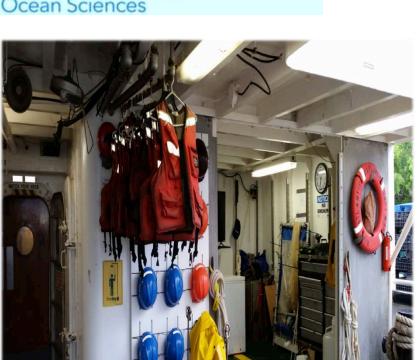




## Safety on Deck

Once an operation is stopped and the situation remedied, only the Person in Charge (PIC) on deck in agreement with the Officer on Watch on the Bridge can restart the operation.

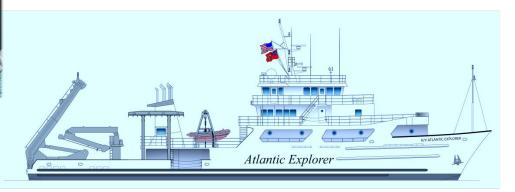


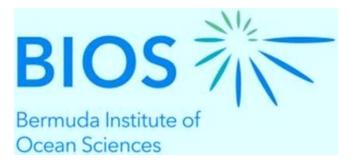


## Proper PPE

The following are them minumum PPE to be worn during Deck Ops:

- Work Vest
- Hard Hat
- Closed-toed, closed-heeled shoes



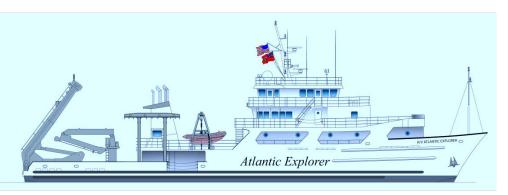


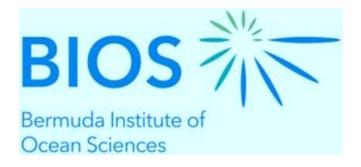
## Proper PPE



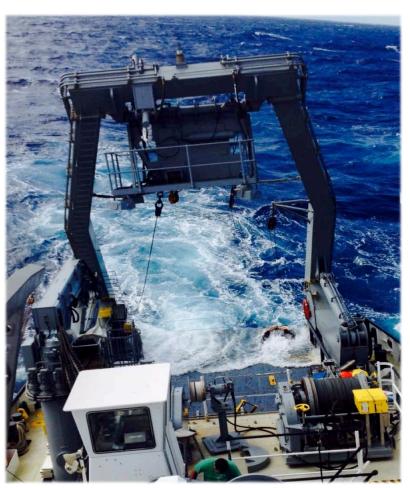
Other PPE may be required at the discretion of the PIC on Deck:

- Gloves
- Safety Glasses/Goggles
- Knee Pads
- Protective Clothing
- Hearing Protection
- Etc.

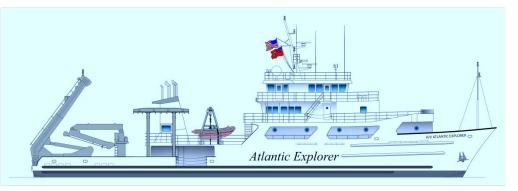


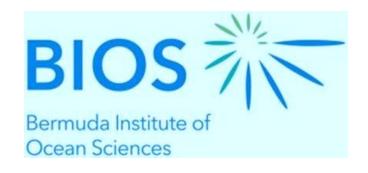


## Safety on Deck



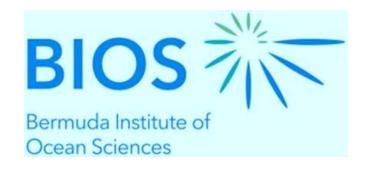
- When going out on deck, please go in pairs.
- When underway or at night, let the Bridge know if you are going on the back deck for any reason.
- Let the Bridge know once you are back inside.





# Lab Safety

- Gloves & goggles rated for present hazard.
- If safety equipment not working, notify immediately.
- Volatile & toxic chemicals under fume hoods.



# Lab Safety

- Take time to do things safely.
- Review the location of:
  - > Spill control kits
  - Emergency equipment
  - Other safety features

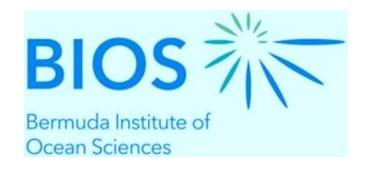


# Lab Safety

- Do not eat, drink, or
- smoke in lab spaces.
  - Do not block:
    - Fire extinguishers
    - Eye wash stations
    - Safety showers







### **Shipboard Health**

- Ship Officers are trained to deal with most medical situations that may arise while at sea.
- Supported by Shore-side advisory service.
- Will respect your confidentiality.
- Please bring an issue, no matter how small, to their attention to mitigate it becoming a greater issue when we are further from shore.