

Collision or Grounding Guidance

General Requirements of All:

- **Sound Crew Alarm.**
- Crew to muster stations with warm clothing and lifejackets donned correctly.

Mate:

- Report muster details to skipper.
- Check for injured or trapped crewmen.
- Investigate water tight integrity of your vessel.
- Delegate work party to try to stop ingress of water.
- Keep skipper informed of progress.

Engineer:

- Start bilge pumps and monitor bilge alarms.
- Try to establish what damage has been sustained.
- Assist mate with designated work party to stop any ingress of water.
- Instigate frequent reports to skipper.

Skipper:

- Send DSC Alert VHF, MF or HF.
- Transmit voice message on appropriate radio frequency.
- Check with mate on status of crew.
- Check with engineer on status of hull integrity.
- Check with other vessel if collision, on status of hull integrity and injuries to crew.
- Decide if evacuation to other ship is necessary or their crew to your vessel.
- If aground consider deploying stern anchors.
- Try to establish depth of water around the vessel and in which direction lies deeper water.
- Consider deployment of liferafts / rescue boat.
- Consider 'abandon ship' to liferafts (go to 'abandon ship').