DUC EX 4– SURF SKILLS: (Photos courtesy of SLSA)

Tasks & purpose: To develop competent driving on bar & surf under varying conditions, enter behind a wave into broken water and return out to sea, drive onto beach and back out to sea, parallel run.

The Duck zone is the long obstruction free storm beach to the north and rock strewn bays to the south, within half a mile of the coast. All sea practice will require surf work or bar crossing.

GOING OUT ON A BAR:

Slow for wave impact-

Crew position -

Throttle burst at crest avoids drop into trough.

GOING OUT IN SURF:

The drag into deep water-

Crew holds bow into surf -

Crew jumps ahead to hold a disabled duck.

COMING BACK IN:

Stay on the back of a wave.

Lift the prop on grounding.

In beach running, a course is taken between the white water along the trough of the swell until a saddle of unbroken green water allows the duck to work to seaward. It negotiates the green water at 30º (to reduce wave face incline) and slows to reduce impact. At the top of the wave, a burst of throttle stops the duck falling into the trough as it simultaneously returns to parallel running and regains the plane. White water must be negotiated at 90º.

Task 1:

Z pattern out across north edge of bar, run in shoreward to 50 metres off beach then parallel run until the bait reef is reached and return.

Task 2:

Work your way progressively into the shallowest soundings appropriate to the trainees skill level (dependant on conditions) then parallel run until the bait reef is reached and return.

Task 3:

Run up onto beach, pick up simulated casualty and then return back to sea.
To work towards the shore run in on the last of the largest of the set of swells.

Training resources:

Workbooks- "Manoeuvre small commercial vessels".
Texts- "Crossing the Hastings bar in safety" & "Exercise turbulent tide"
Presentation - CD Index>Rib Lessons> Manoeuvre Com. Vess > "Bar Crossing"
Motorboat Simulator- Port Easterly > Select options>boats>runabout> environment.