


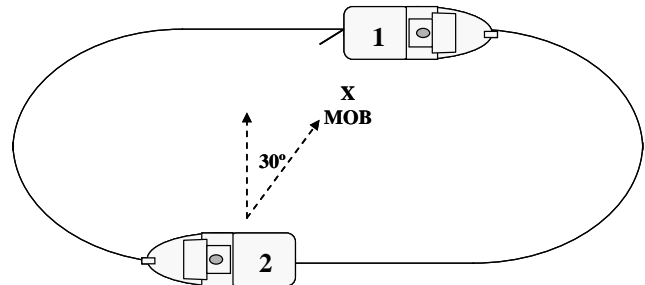
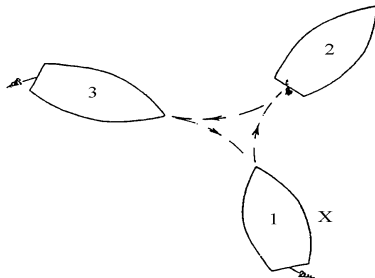
RIB EX 7 - RIB SKIPPER- PERSON IN THE WATER- MOB:

Tasks & purpose: To develop team leader & driving skills to recover a person from the water and provide medical attention/care until rescued to a place of safety.
 Equipment required: A manikin dummy, life size.

BRIEFING THE CREW- THE SKIPPER EXPLAINS THE MOB PLAN	
Crew Emergency stations- Deck	Skipper Emergency stations- Helm
<p>Crew maintains lookout, points at MOB and simulates VMR call or <i>PAN PAN</i> as appropriate.</p> <p>Crew member to "constantly call" distance from person in water in metres and relative bearing. Throws Rescue float if required.</p> <p>Remember, it will require two persons to lift a deadweight into the RIB.</p> <p>Notify Skipper of recovery and when <i>ALL are BACK on BOARD - ALL CLEAR.</i></p> <p>Administer warm clothing/first aid.</p>	<p>Turn vessel toward a <i>MOB</i> ahead. Activates MOB on GPS.</p> <p>Completes appropriate turn. Approach person up - tide or as appropriate to prevailing wind conditions</p> <p>Remember, it will require two persons to lift a deadweight into the RIB.</p> <p>Approach slowly. Pick up <i>MOB</i> with disengaged gears.</p> <p>Cancel <i>PAN PAN</i></p>
Contingencies to anticipate, plan for & practice	
<p>Other vessels threatening to enter MOB zone: Severe/ life threatening injury sustained: MOB lost to sight: The skipper may be the MOB:</p>	<p>Exclusion zone establishment plan. Severe injury response plan. Search & rescue plan. Crew manoeuvres boat to recover skipper</p>
TASK 1. PREPARATORY - THROWING THE PROP AWAY FROM MOB	
<p>The preparatory Exercise RIB EX3 Task 4 needs review. This time find a traffic free stretch of river and throw the dummy ahead. The driver must ensure the crew are secure & not throw anyone overboard.</p> <p>Avoid the dummy by throwing the helm over, then return to pick it up. Pick up must be made as quickly as possible, but the Rib must be out of gear and the props stopped at the moment of the pick up.</p> <p>View the Powerboat Instruction Videos and Programs>"High-Speed Stop"</p> <p>A real MOB is less likely in this fast turning vessel if the crew are advised to brace themselves in advance, & if thrown, injury will be limited if they roll into a ball to avoid prop contact.</p>	

TASK 3. MAKING THE TURN & PICKUP IN A CONFINED CHANNEL & AT SEA

A variety of quick turns is practiced to approach the manikin dummy by driving into the greater of wind and current & recover with the prop disengaged.



Illustrations courtesy of ANTA Publications and Geoff Shelton

[View the Powerboat Instruction Videos and Programs>"Rescue person in the water"](#)

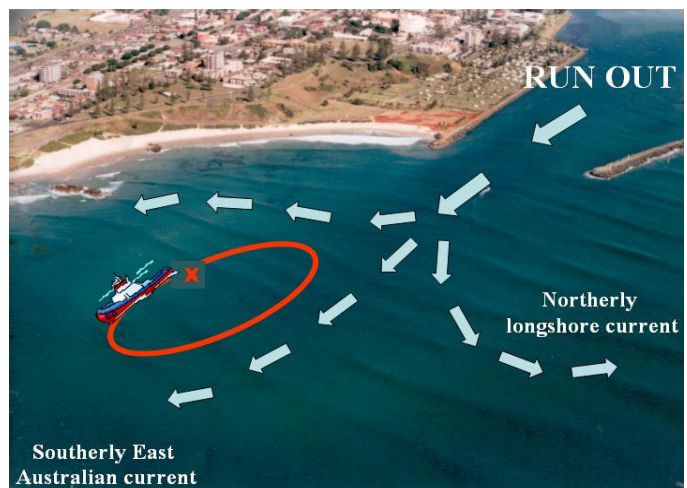
TASK 4. MULTIPLE PICKUPS ON THE BAR

- The manikin dummy or fenders/lifebuoys are thrown overboard in the bar break while outbound.
- The manikin dummy or fenders/lifebuoys are thrown overboard in the bar break while inbound.
- Twin fenders/lifebuoys are thrown overboard in the bar break requiring double pickup.

In each case the crew keeps track of the objects in the water, directing the driver as he begins the elliptical turn on the back of a wave, and completes the pickup once more heading outbound. The pickup must be in the trough with the prop disengaged and the stop long enough to simulate the time needed to recover a person.

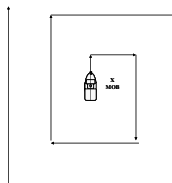
Current & drift should be allowed for.

An incident scene hazard assessment is made.



TASK 5. PRACTICE THE CONTINGENCIES

- Exclusion zone establishment plan:**
- Severe injury response plan:**
- Search & rescue plan:**
- Crew has to recover MOB skipper:**



Training resources:

- Workbook- "Respond to navigational emergencies". "PMSRG SMS Emergency Procs"
- Presentation- CD Index>Rib Lessons> Comply emerg. procs on vess. >"Emerg. procs"
- Powerboat video- "Person in water rescue"
- Motorboat Sim.- Port northeast - MOB's at Flagstaff, Knobbies, Lthse. & North shore