

## RIB EX 8 – RIB SKIPPER- BEACH & PARALLEL RUNNING:

**Purpose:** To develop surf driving skills.



The Ribs SAR zone is the long obstruction free storm beach to the north and rock strewn bays to the south.



As the swell's forward edge reaches shoal water it is slowed down and refracted toward to the coast. This effect and the nature of the sea beds cause a long parallel swell pattern to the north and shorter interrupted breakers to the south.



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 rib to work to seaward. It negotiates the green water at 30° (to reduce wave face incline) and slows to reduce impact. At the top of the wave, a burst of throttle stops the rib falling into the trough as it simultaneously returns to parallel running and regains the plane. White water must be negotiated at 90°.

To work towards the shore run in on the last of the largest of the set of swells and revert to parallel running before soundings run out. Work back to seaward as previously.

## Precautions by trainers:



**Don't expose trainees to conditions beyond their capabilities.**



**Address trim, loading and safe speed.**



**Ensure scuppers are down, electronics and personnel are secure from damage.**

### Task 1:

**Z pattern out across north edge of bar, run in shoreward to soundings of 3 metres then parallel run until the bait reef is reached and return.**

### Task 2:

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

### Task 3:

**Run in shoreward to soundings of 4 metres (dependant on conditions), parallel run northward and throw overboard a disposable drum etc. to retrieve by running in and working back out.**

## 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.