STABILITY AND DAMAGE CONTROL (Draft 2: 6/12)

Goal: The purpose of this training is to provide information and skills to prevent and minimize the risk to people and vessels due to stability issues and flooding, a leading cause of fishing fatalities.

Objectives: After successful completion of the Stability and Damage Control course, participants should be able to:

- 1. Define at least 30 terms regarding vessel stability
- 2. List 18 factors affecting a vessel's stability
- 3. Identify at least three risk factors for fisheries of the participants taking training
- 4. Identify how to determine lightship
- 5. Determine at least one simplified stability calculation given sample data
- 6. Define damage stability, progressive flooding, and unintentional flooding
- 7. Identify the difference between initial stability and feel versus overall stability
- 8. Identify at least two principles of watertight integrity
- 9. Identify the main hazard of improper watertight integrity
- 10. State at least two marine practices related to watertight integrity
- 11. State the difference between weathertight and watertight closures and the significance of hatches with reduced coaming height
- 12. Use interactive models and hands on activities to demonstrate at least 3 ways to increase stability
- 13. Identify at least two techniques for presentation of a vessel's stability
- 14. Recognize at least two techniques for monitoring a vessel's stability condition
- 15. Recognize the function of capacity tables
- 16. Recognize at least three contents of stability instructions
- 17. List at least four regulations regarding stability, watertight integrity, and load lines applicable to fishing industry vessels
- 18. Discuss at least three case studies of vessel casualties where loss of stability was the primary cause
- 19. Demonstrate eight techniques for controlling flooding.
- 20. Identify at least six different tools or techniques for the control of flooding.
- 21. Demonstrate methods for demonstrating at least six stability principles using hands-on interactive model(s)