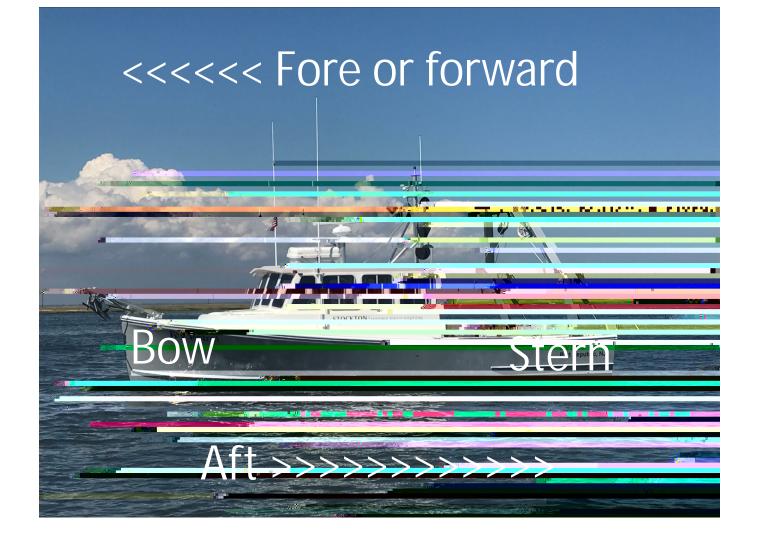
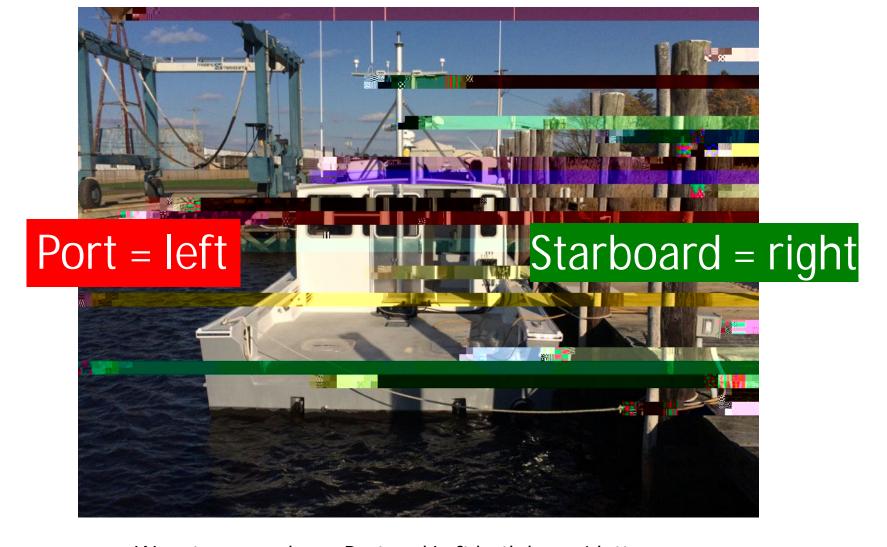
Basic boating for the Marine Scientist

- Understand "licensing" levels
- Need-to-know

Things that drive a professional captain crazy – don't do them.

- Being late to the boat
- Being unprepared for the conditions
- Being loud or yelling when nothing is wrong
 - Opposite Not speaking loudly when needed (which is often)
- Being "giddy" OK to hatpea7ffdto h20itin6ede m(t)] M23 (h20i)74 (y)14 (t)16 (e)2-3





Ways to remember – Port and Left both have 4 letters.

Port wine is red.

Always reference the axis of the boat – even if the whole team is looking aft (back) and you want something moved toward (your right) you ask that it be <u>moved to the PORT side</u>.

Useful boating knots

Square knot

Connects two lines (or two ends of the same line). Easy to untie. This knot is not secure when under strain and should only be used for tying items that will not be lifted (such as furled sails).

Faking a line

Laying a line on the deck of a ship in a way that will allow the line to run smoothly from its working end without tangling.

Half hitches

An overhand knot tied around a pole or line. Not secure on its own, but multiple half hitches can be used to secure the bitter end of another knot. Two half hitches around a pole is called a clove hitch

Coiling a line

Used to store line to prevent twists or tangles in the line when it is next used.