



Emergency Plan

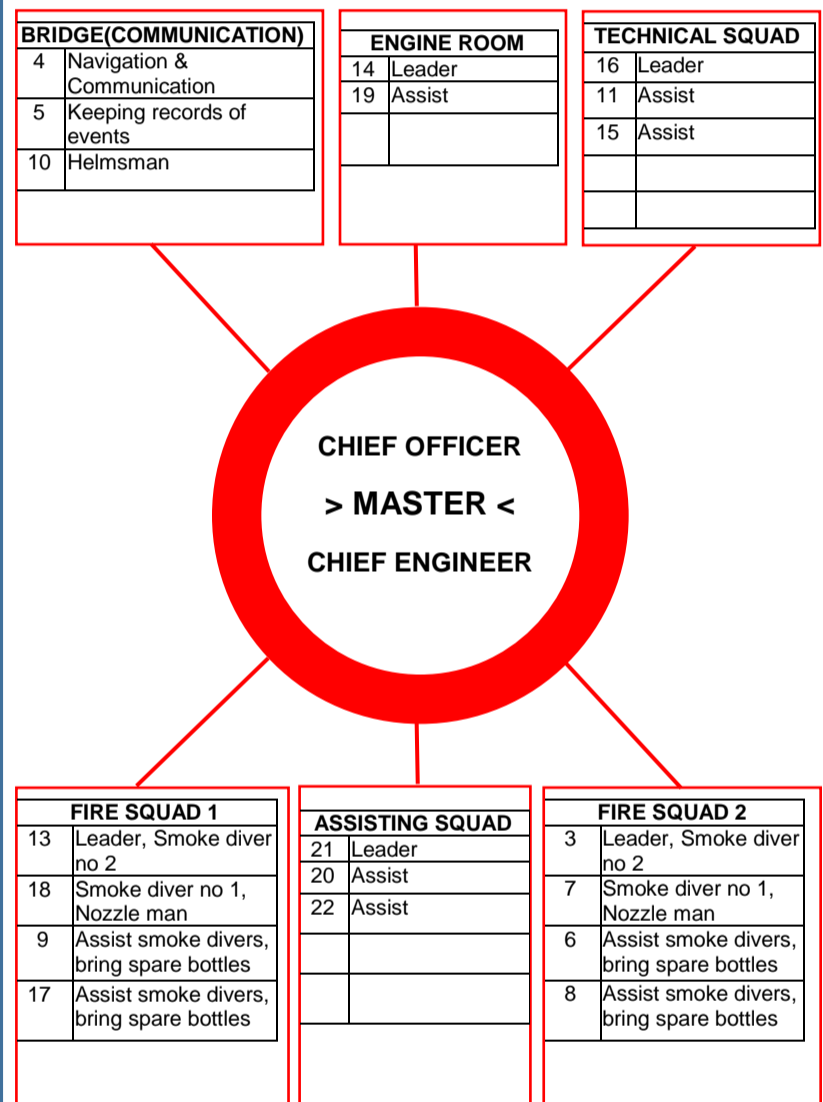
EMERGENCY DUTIES SUMMARY				
No	Rank	Fire – General Duties	Abandonship - General Duties	Pollution – General Duties
1	Master	Overall in command	Muster stbd lifeboat. Overall in command.	Overall in command
2	Chief Officer	Fire Leader in Cargo spaces/Accommodation	Muster port Lifeboat. Boat commander. Check all lifejackets are correctly donned.	In charge of all cleaning up after pollution.
3	2 nd Officer	Fire squad no. 2 Leader Smoke diver no. 2	Muster stbd Lifeboat. Deputy boat commander. Check all lifejackets are correctly donned.	Assist Chief Officer
4	3 rd Officer	Navigation and communication according to Master's order	Muster port lifeboat. Bring EPIRB, SART, VHF, pyrotechnics.	Navigation and communication according to Master's order
5	3 rd Off Jr	Keeping record of events	Muster stbd lifeboat. Keep record of events. Bring logbook, etc.	Keeping record of events
6	Bosun	Fire squad no. 2. Assist smoke divers. Bring spare bottles.	Muster stbd lifeboat. Check for obstructions. In charge of lowering lifeboat.	Assist as required
7	Crew	Fire squad no. 2. Smoke diver no. 1, Nozzleman	Muster stbd lifeboat. Remove lashings.	Assist as required
8	Crew	Fire squad no. 2. Assist smoke divers, bring spare bottles	Muster port lifeboat. Remove lashings.	Assist as required
9	Crew	Fire squad no. 1. Assist smoke divers, bring spare bottles	Muster port lifeboat. Assist as required.	Assist as required
10	Crew	Helmsman	Muster stbd lifeboat. Bring EPIRB, SART, VHF, pyrotechnics.	Helmsman
11	Crew	Technical Squad. Assist	Muster port lifeboat. Assist as required.	Assist as required
12	Chief Engr	Fire Leader in ER spaces	Muster port lifeboat. In charge of lifeboat engine.	In charge of oil transfer to another tank
13	2 nd Engr	Fire squad no. 1 Leader Smoke diver no. 2	Muster stbd lifeboat. In charge of lifeboat engine.	Open gooseneck to overflow tank
14	3 rd Engr	Engine squad leader	Muster port lifeboat. Bring Engine logbook. Assist C/Engr.	In charge in engine room
15	4 th Engr Jr	Technical Squad. Assist	Muster stbd lifeboat. Remove electric cable. Assist 2/E.	Assist as required
16	Electrician	Technical squad. Leader	Muster port lifeboat. Remove electric cable. Switch emergency light on boat deck.	Assist as required
17	Fitter	Fire squad no. 1. Assist smoke divers, bring spare bottles	Muster port lifeboat. Check for obstructions. In charge of lowering lifeboat.	Assist as required
18	Crew	Fire squad no. 1. Smoke diver no. 1, Nozzleman	Muster stbd lifeboat. Assist as required.	Assist as required
19	Crew	Engine squad. Assist	Muster port lifeboat. Assist as required.	Assist third engineer
20	Crew	Assisting squad. Assist	Muster stbd lifeboat. Assist as required.	Assist as required
21	Chief Cook	Assisting squad. Leader	Muster stbd lifeboat. Bring extra blankets, food and water.	Assist as required
22	Crew	Assisting squad. Assist	Muster port lifeboat. Bring extra blankets, food and water.	Assist as required
23	Crew	Assist as required	Muster stbd lifeboat. Assist as required.	Assist as required
24	Crew	Assist as required	Muster port lifeboat. Assist as required.	Assist as required
25	Crew	Assist as required	Muster stbd lifeboat. Assist as required.	Assist as required
26	Crew	Assist as required	Muster port lifeboat. Assist as required.	Assist as required
27	Crew	Assist as required	Muster stbd lifeboat. Assist as required.	Assist as required
28	Crew	Assist as required	Muster port lifeboat. Assist as required.	Assist as required
Riding crew	Muster on bridge		Muster at lifeboat. Await for orders.	Assist as required
Supernumerary	Muster on bridge		Muster at lifeboat. Await for orders.	Assist as required
Substitutes for key personnel	Chief Officer for Master	Chief Officer for Master	Chief Officer for Master	Chief Officer for Master
	Chief Engineer for Chief Officer	2nd Officer for Chief Officer	2nd Officer for Chief Officer	2nd Officer for Chief Officer
	Chief Officer for Chief Engineer	3rd Officer for 2nd Officer	3rd Officer for 2nd Officer	2nd Engineer for Chief Engineer
	Squad leader and smoke diver: next level	3rd Officer Jr for 3rd Officer	3rd Officer Jr for 3rd Officer	3rd Engineer for 2nd Engineer
FIRE EQUIPMENT LOCATION		LIFEBOAT EQUIPMENT LOCATION		POLLUTION EQUIPMENT LOCATION
Fire station no 1-behind Accommodation		Lifeboat:		Pollution locker
Fire station no 2- bridge		One lifeboat – upper deck port side, capacity 31 persons		- near port Bunker station, Dk5
CO ₂ tank room - upper deck stbd side		One lifeboat – upper deck stbd side, capacity 31 persons		Equipment:
CO ₂ release boxes – fire station no.1 & CO ₂ tank room		One lifeboat – upper deck stbd side, capacity 31 persons		- storage container
Local Firefighting system:		Liferafts without davit:		- membrane pump
Water mist – A/E, A/B, M/E, Purifier & Incinerator rm		Two liferafts – upper deck port side, capacity 16 persons each		- spare parts for pump
Release button – Engine Control Room (ECR) & engine area		Two liferafts – upper deck stbd side, capacity 16 persons each		- suction/discharge hoses
Main Fire pump – can be started at Bridge, ECR, Fire station no.1 & local switch in ER lower level 1				- aluminum & plastic shovel scoops, bucket
Emergency Fire pump - can be started from the Bridge, Fire station no.1, ECR & local switch in Bow Thruster room				- long plastic shovels
International shore connection - 1 pc in fire station no.1, 1pc in stbd gangway				- plastic waste bags & disposal bags
Emergency stop for cargo hold fans – Bridge				- absorbent oil booms & sheets
Emergency stop for accommodation fans – 2 for Galley Em'cy stop, at Fwd and Aft entrance				- protective clothing
Emergency stop for FO/DO/LO pumps – Fire station no.1, Engine Control console, ER entrance & Purifier room entrance				- half mask breathing protection & safety goggles, disposable dust mask
Oil Tank Emergency Shut Off Valve – Fire station 1				- full set scupper plugs
Refer to Fire and Safety Plan for physical location of all lifesaving appliances and firefighting equipment.				- long handle brooms
				- empty drums
				- building tape & rope
				- oil spill remover/emulsifier (chemical locker)
				- absorbing sawdust
				In case of oil spill/over bunkering:
				There are 2 sets of safe V/V(6bar) at F.O & D.O bunker line which lead to overflow tank
				Bridge
				4pcs splash suits for use in case of spill of dangerous cargo

FIRE ALARM
CONTINUOUS SOUNDING OF GENERAL ALARM BELLS AND/OR WHISTLE
FOLLOWED BY AN ANNOUNCEMENT ON THE PUBLIC ADDRESS SYSTEM

When this alarm is heard the firefighting squads meet as follows:

Chief Officer	Roaming on scene. Reports to the bridge when fire is in the accommodation or in cargo spaces
Chief Engineer	Roaming on scene. Reports to the bridge when fire is in engine room spaces
Fire squad no.1	Meet at the fire station 1 and prepare the equipment
Fire squad no.2	Meet at the fire station 2 and prepare the equipment
Technical squad	Meet aft of CO ₂ tank room. Isolate electrical power source, turn off ventilations, close dampers, lay fire hoses and assist in boundary cooling.
Assisting squad	Meet aft of CO ₂ tank room. Standby for first aid, lay fire hoses, assist in boundary cooling.
Additional crew	Meet on Bridge and await for order
Supernumerary	Meet on Bridge and await for order
Riding crew	Meet on Bridge and await for order

FIRE FIGHTING PLAN



GENERAL INSTRUCTIONS

IF YOU LOCATE A FIRE
1. Raise the Alarm 2. Try to extinguish 3. Inform Bridge

Try to extinguish the fire by all available means as early as possible. The first minutes are always critical. If the fire cannot be extinguished immediately, close all doors/openings leading into the fire area and meet at your designated fire station.

IF FIRE ALARM SOUNDS
All crew muster at their respective stations. Fire squads put on the fireman's outfit. The squad leaders report to bridge.

IN PORT
Port fire brigade to be called for assistance if necessary. The "Fire Chief" function may be taken over by the fire leader from ashore.

IF CO₂ ALARM SOUNDS
When hearing the CO₂ alarm, everybody shall, regardless of other orders, evacuate the room and assemble outside the CO₂ release station. The Chief Officer/Safety Officer will report to the bridge when all crew are accounted for. The Chief Engineer will release the CO₂ only after verbal order from the Master.

GENERAL ALARM
SEVEN SHORT AND ONE LONG BLAST OF GENERAL ALARM BELLS AND/OR WHISTLE
FOLLOWED BY AN ANNOUNCEMENT ON THE PUBLIC ADDRESS SYSTEM

When this alarm is heard, Master, no.4, no.5 and no.10 shall muster on the bridge. The remaining crew shall muster on lifeboat muster station. Actual launching of survival crafts and final abandon ship is only upon confirmed verbal order from the Master.

ABANDONSHIP PLAN

PORT LIFEBOAT		STBD LIFEBOAT	
2	Boat commander, checks that all lifejackets are correctly donned	1	Overall in command. Boat Commander
4	Deputy boat commander. Bring EPIRB, SART, VHF, pyrotechnics.	3	Deputy boat commander. Check all lifejackets are correctly donned.
8	Remove lashings	5	Keep record of events. Bring logbook, etc.
9	Assist as required	6	Check for obstructions. In charge of lowering lifeboat
11	Assist as required	7	Remove lashings
12	In charge of lifeboat engine	10	Bring EPIRB, SART, VHF, pyrotechnics
14	Bring Engine logbook. Assist C/Engr	13	In charge of lifeboat engine
16	Remove electric cable. Switch emergency light on boat deck.	15	Remove electric cable. Assist 2/E.
17	Check for obstructions. In charge of lowering lifeboat	18	Assist as required
19	Assist as required	20	Assist as required
22	Bring extra blankets, food and water.	21	Bring extra blankets, food and water
24	Assist as required	23	Assist as required
26	Assist as required	25	Assist as required
28	Assist as required	27	Assist as required
Riding crew: Await for orders		Riding crew: Await for orders	
Supernumerary: Await for orders		Supernumerary: Await for orders	



RESCUE BOAT TEAM		SUPPORT DURING MOB	
3	Boat commander	All available crew to be assigned as lookout.	
14	In charge of engine		
7	Boat crew, assist		
6	Lowering the boat. Assist during lowering		
8	Assist preparation MOB boat		
SPARE RESCUE BOAT TEAM			
4	Boat commander		
13	In charge of engine		
9	Boat crew, assist		

SPECIAL FUNCTIONS

The Chief Officer is the rescue leader and supervises all rescue and abandonship activities.

These include but are not limited to:
Lifeboat, rescue boat, all liferafts, line throwing appliances. Parachute signal and flares to be used only after verbal order from the Master.

Actual launching of survival craft or rescue boat and final abandon ship is only on confirmed verbal order from the Master.

GENERAL ALARM
SEVEN SHORT AND ONE LONG BLAST OF GENERAL ALARM BELLS AND/OR WHISTLE
FOLLOWED BY AN ANNOUNCEMENT ON THE PUBLIC ADDRESS SYSTEM

When this alarm is heard, all crew proceed as per Master's instruction. Chief Officer is vessel's pollution Response Officer.

Supernumerary: Assist as required
Riding crew: Assist as required

General:
Stop spill immediately by closing valves, plugging scuppers and any other means that can reduce the oil flow.

Bring clean-up equipment to the scene for the spill.
Limit the pollution to a minimum. Stop oil transferring/bunkering.

NEVER WASH ANY OIL OR OTHER POLLUTION MATERIAL ONBOARD

POLLUTION PREVENTION PLAN

