# **Inshore Skipper**

Experience required prior training:
Certification required prior training:
Minimum age required:
Suggested number of training hours:
Who can run the training:
Who can do the examination:
How to submit the application:

At least one sailing cruise None 16 years old 50 hours ISSA Instructor ISSA Instructor To authorized ISSA school only

## Skills and knowledge required for an Inshore Skipper

#### Yacht's construction

- $\rangle$  Knows the basic parts of yacht and what are the designed for:
  - Cockpit;
  - Bildge;
  - Heads;
  - Galley;
  - Bow;
  - Stern, aft, etc.
- > Can operate elementary yacht's systems:
  - Toilet;
  - Gass oven;
  - Sink;
  - Shower;
- > Can fill up the water and diesel tanks;
- $\rangle$  Can operate the inboard engine;
  - Start is;
  - Switch it off;
  - Check operation of cooling system;
  - Check oil level;
  - Top up engine oil;
  - Check cooling fluid level;
  - Top up cooling fluid level;
  - Control the tension of V-belt on engine;
  - Find bottom valves;
  - Recognize the breakdown of impeller in cooling system and possibly replace it;
  - Check whether alternator is charging batteries when engine is working.
- > Knows elementary equipment of yacht:
  - Boom;
  - Mast (with various methods of sail reefing);
  - Rigging;
  - Haulyards;
  - Echosounder (location, operation, typical errors);
  - Log;
  - Steering system;
  - Keel.

#### Can name the points of sail in relation to wind

#### Operating sail sheets and haulyards.

- > Can:
  - Manage crew to set and bring down the sails;
  - Manage the crew to reef down and shake off the reefs;
  - Adjust sails depending on the point of sails;
  - Make a tack;
  - Make a gybe.
- Line and spring handling
  - > Can combine two lines of the same and different diameter;
  - $\rangle$  Can make:
    - Bowline;
    - Fast a line on a cleat;
    - Fishermen's bend;
    - Coil mooring lines;
  - $\rangle$  Can:
    - Pass, take, make fast on cleat, let go mooring lines;
    - Throw mooring lines;
    - Describe different ways of taking a mooring.

#### Handling fenders.

- $\rangle$  Can:
  - Fix the fenders using adequate knots;
  - Effectively apply the manouvring fender;

#### Operating the anchor.

- > Can:
  - Prepare the ancher for weighing (switches and controls);
  - Operate the windlass (control the letting out and pulling in of the chain);
  - Select safe location for staying at anchor;
  - Apply rules for safe anchoring (4xdepth, anchor alarm/watch);
  - Distinguish different types of anchors and their characteristics.

## Handling the dinghy.

- $\rangle$  Can:
  - Inflate dinghy, take it off the deck and put it back on the deck;
  - Secure the dinghy to the yachts;
  - Paddle;
  - $\circ$  Secure the dinghy on the deck of the yacht;
  - Install the outboard engine on the yacht (for storage) and on the dinghy (for work);
  - Connect the fuel system to the outboard engine;
  - Start and switch off the outboard engine.

#### Safety.

- $\rangle$  Can:
  - Perform the safety briefing:
    - Under deck:
      - > Gas system;

- > Toilet operation;
- > Fire fighting equipment;
- $\rangle$  Water supply system;
- > Electric system.
- On deck:
  - $\rangle$  How to move on deck;
  - > How to apply personnal safety equipment (harness, jackstay, etc.);
  - > Apply distress singalling equipment (pirotechnics, flags, etc.);
  - > Liferaft;
  - > Different methods to send distress signal;
  - $\rangle$  Make a distress call with help of VHF;
  - > Knows procedures to be applied in restricted visibility;
  - > Basic knowledge about SAR procedures (RIB, helicopter);
  - > First Aid Kit (location and content).

## Handling yacht under power.

- $\rangle$  Can:
  - $\circ$   $\,$  Manouver a yacht under power;
  - Approach a MOB;
  - Take a berth/leave a berth (longside, stern-to, bow-to);
  - Weigh anchor.

## Handling yacht under sails.

- $\rangle$  Can:
  - Heave-to;
  - Approach MOB as emergency manouver;
  - $\circ~$  Approach a bouy/ weigh anchor as emergency manouver;

## **International Rules for Preventing Collisions at Sea**

- > Knows the navigation shapes and lights:
  - Vessel not under command;
  - Vessel restricted in ability to manouver;
  - Vessel engaged in fishing;
  - Vessel aground;
  - Pitol vessel;
  - Towing set
  - Sailing yacht;
  - Power driven vessel;
- $\rangle$  Knows the vessels' priority at sea;
- > Knows how to proceed in a "close encounter" situation;
- $\rangle$  Is familiar and complies with the requiremet for continues observation;
- $\rangle$  Is familiar with other legal obligations of a skipper and crew;
- $\rangle$  Is familiar with and understands after-collission rules applicable at sea.

## Navigational Aids

- > Knows, understands and is able to recognize latteral and smaller channel marks at day time in system IALA A and B;
- > Knows, understands and is able to recognize cardinal marks and other navigational marks (safe water mark, isolated danger mark) at day time;
- $\rangle$  Is able to use the list of marks and symbols used on charts (eg. Chart 5011);

- > Is able to apply navigational publications when planning a port's entry (pilot books, almanachs, navigational plans);
- > Knows and can recognize light characteristics of Lighthouses/navigational marks.

#### **Terrestrial navigation**

- > Knows and understands the basic terms from geography:
  - Latitude;
  - Longitude;
  - Magnetic pole;
  - Gegraphic pole;
  - Earth's magnetic field;
- > Knows the basic types of sea charts, their construction and application:
  - Mercator's projection chart (how is it constructed, spreading of parallels, construction parallel)
  - Passage charts, coastal charts, plans;
- > Can read elementary information from a chart that is crutial for safe sailing:
  - Depths;
  - Distance;
  - Navigational obstacles
  - Navigational marks;
- > Can read charts/ plot latitude and longitude;
- > Knows and understands the phenomenon of Earth's magnetism, variation and deviation;
- > Can use a compass;
- Can calculate, set, read and plot courses on a chart with respect of variation, deviation and leeway;
- > Can plot yacht's position using bearing lines;
- > Can plot yacht's position using the maintained course, distance ran and estimated leeway;
- > Can make use of various bearing lines;
- > Has general information about tides and tide-related dangers.

## **Eletronic-based navigation**

- > Knows how the GPS system works;
- $\rangle$  Can enable and check the elementary settings of GPS and plotter;
- > Can set and read adequate course on GPS;
- > Can plot a position on a chart taken from a GPS;
- > Knows what is AIS, ARPA, VTS.

## Meteorology

- > Knows the Beaufort scale and its meaning for small craft;
- $\rangle$  Knows sources of meteo information and how to use them;
- > Has the basic knowledge about high, low pressure areas, fronts;
- > Can recognize cumulonimbus clouds;
- > Understands meteo messages (including those broadcast by radio coastal stations)
- > Can take meteo factors into consideration when planning a passage in a coastal zone:
- $\rangle$  Has the habit not to leave harbour without valid weather forecast.

## Other

- > Environmental friendly approach and respect to other yachtsmen and women;
- > Knows and applies basic pro-environmental rules;
- $\rangle$  Knows and applies social friendly approach at sea and in harbour.