

Ocean Sailing Expeditions Abandon Ship Checklist

Item	Description	Done
Abandon ship	Last resort if hull certain to sink	
Pre-abandonment	<ol style="list-style-type: none"> 1. Make Mayday calls on VHF and Sat-phone. 2. Drink as much water as possible. 3. Make every attempt to minimise damage to hull and avoid abandonment. 4. Run all bilge pumps. 	
Life raft deployment	<ol style="list-style-type: none"> 1. Remove from locker and attach hydrostatic line to strong point on leeward side if safe. 2. Throw raft into water clear of hull. 3. Pull line with sharp tug to inflate raft. 4. Use winch to bring closer to boat. 5. If raft inflates upside down, clip tether to painter, enter water and use righting strap to turn correct way up. 6. Grab all abandon ship items and load directly into raft or attach to painter to avoid losing them. 7. Enter from hull into raft or if entering from water, attach tether to painter then pull yourself along painter and climb into raft. 8. Only cut tether, connecting raft to vessel when it's certain vessel will sink. Knife is located at life raft entrance. 9. Deploy life raft drogue. 10. Activate EPIRB, tie to raft and locate in water. 11. Try Mayday call on VHF channel 16. 12. Set up watch system for ships. Only fire flares if ships visible. 13. Ration food and water. Nothing in first 24 hours. 	
Abandon ship items	<ol style="list-style-type: none"> 1. Grab bag which contains; <ol style="list-style-type: none"> a. Water maker, Fishing gear b. Reflector and heat blanket c. Flares, water bottle, portable bucket d. 2 weeks additional food for 4 people e. Spare batteries f. Rope, Gloves, Duct tape, Sponge 2. Add these items; <ol style="list-style-type: none"> a. Phones, wallets, passports. b. Waterproof VHF c. Sat phone d. Bottled water e. EPIRB f. iPad g. Blankets h. Knives i. First aid kit/Medicines case j. Sunglasses/sun block k. Paper towels/normal towels l. Torches m. Plastic bags n. Charts 	
Buddy system	Buddy up, support each other.	