

# FISHING COMMUNITY EMERGENCY RESPONSE PLAN

## 1 CALL FOR HELP



Use a whistle or other available means to call for help



Call the camp manager or the boat owner



If camp manager is unavailable, contact other fishers to relay the emergency call



The camp manager or the boat owner then notifies the BMU

WHAT TO SHARE (See page 2)

Name of caller



Incident

Boat name & registration number



Number of people in the boat

Location of the incident



Number of injured people



Time of incident

## 2 ALERT RESCUERS (See page 3)



Community leaders



Boat Owner Association



Search and Rescue Team (SAR)



Health Team



Fire Rescue



Police Marine



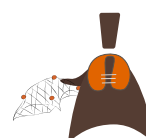
TASAC

BMU informs the group of stakeholders shown above about the incident

BMU then informs government response teams



Fisheries Officer



Fishers

Lastly, BMU informs the group of stakeholders shown above

## 3 MOBILIZE RESCUE TEAM (See page 4)



BMU briefs rescue team



Rescue team selects members to go



Rescue team gathers torches, blankets, first aid kits and spare fuel



Rescue team records the information about emergency

## 4 CARRY OUT SEARCH AND RESCUE (See page 5 to 9)

Rescue team remember to :



Select an experienced team



Take the right equipment



Observe the weather



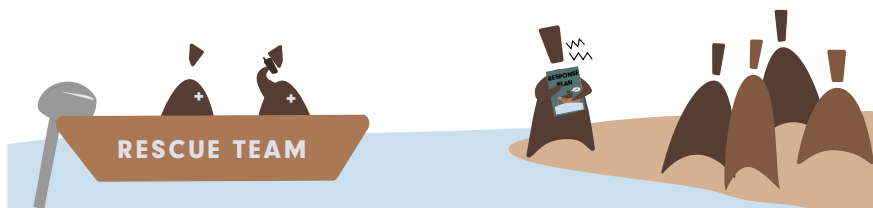
Use sea worthy vessels



Know how to conduct a search

## 5 COMMUNICATE

The rescue team communicates with BMU who updates key stakeholders hourly or as significant changes happen



## 6 UPDATE COMMUNITY

BMU holds a meeting with all stakeholders in the community to share information and lessons



# INFORMATION TO RECORD

RECORDED BY: \_\_\_\_\_ SHARED BY: \_\_\_\_\_

TIME RECORDED: \_\_\_\_\_



What is the boat name and registration number?

\_\_\_\_\_

\_\_\_\_\_



Where is the incident?

\_\_\_\_\_

\_\_\_\_\_



What is the incident?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



How many people are in the boat?

\_\_\_\_\_

\_\_\_\_\_



How many people are injured?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



When was the incident?

\_\_\_\_\_

\_\_\_\_\_



Any other information e.g. names of people, number of phones, battery on phones, any actions taken, weather conditions at location.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# STAKEHOLDERS TO INFORM

WHO TO INFORM

TIME CALLED

NOTES



PRIORITY

01.



Community  
leaders

02.



Boat Owner  
Association

03.



Rescue  
Team




SECONDARY



Health  
Team



Fire  
Rescue



Police  
Marine



TASAC



Fisheries  
Officer



Fishers

# RESCUE INFORMATION

## RESCUE TEAM



## NAMES

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

## DETAILS OF INCIDENT



Location: \_\_\_\_\_

Problem: \_\_\_\_\_

Number of people: \_\_\_\_\_

Description of boat: \_\_\_\_\_

## LOCATION TO START SEARCH:



## TYPE OF SEARCH:



### TIME OF FIRST LEG



- 5 MINUTES
- 10 MINUTES
- 15 MINUTES
- OTHER

### SPEED OF SEARCH



- FAST (20KTS/40HP)
- SLOW (10KTS/15HP)

### FIRST TURN



- LEFT
- RIGHT

### TRACK SPACING

- 30 SECONDS (20 KTS)
- 60 SECONDS (10 KTS)



### UPDATE BMU (Every 30minutes)



- UPDATE 1(Time): \_\_\_\_\_
- UPDATE 2(Time): \_\_\_\_\_
- UPDATE 3(Time): \_\_\_\_\_
- UPDATE 4(Time): \_\_\_\_\_

# SEARCH TYPES

## Distance To Look And Speed To Search (Sweep Width)



**What Are You Looking For**

**Speed of Search**

**Sweep Width**

**Slow Speed**

Person in water

10 knots / 15 HP

60 secs (0.07 of a nautical mile)

**Fast Speed**

Person in water

20 knots / 40 HP

30 secs (0.2 of a nautical mile)

### SEARCH CARD

### Sweep Width, Track Spacing, and Searched Area

**Key**



Searched Area



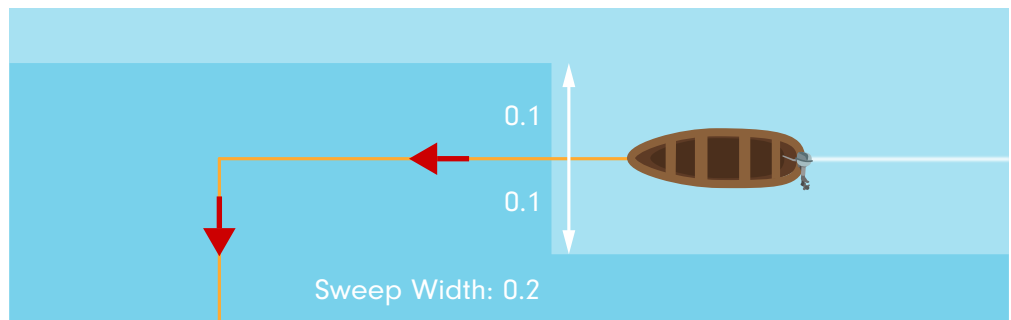
Unsearched Area



Direction of Travel

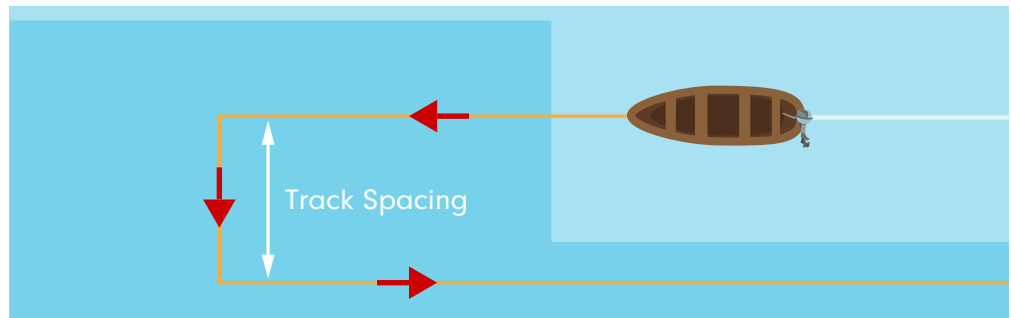
#### Sweep Width

How far the crew will look out from either side of the vessel.



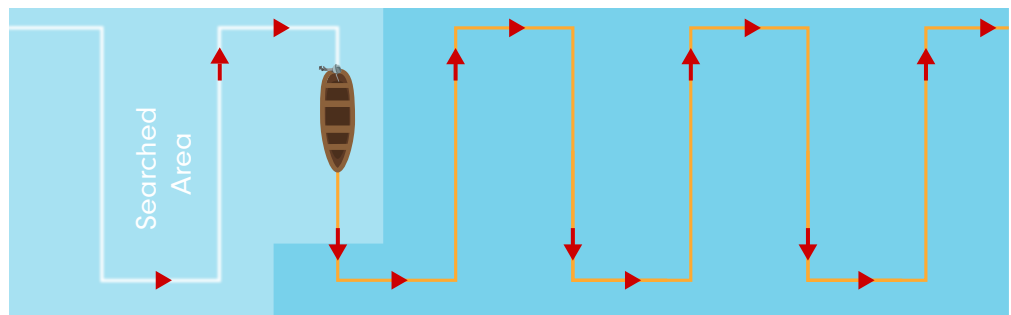
#### Track Spacing

The distance between each track.



#### Searched Area

The result of using sweep width and track spacing cover the research area.



# SEARCH TYPES

## SEARCH CARD

### Sweep Width, Track Spacing, and Searched Area

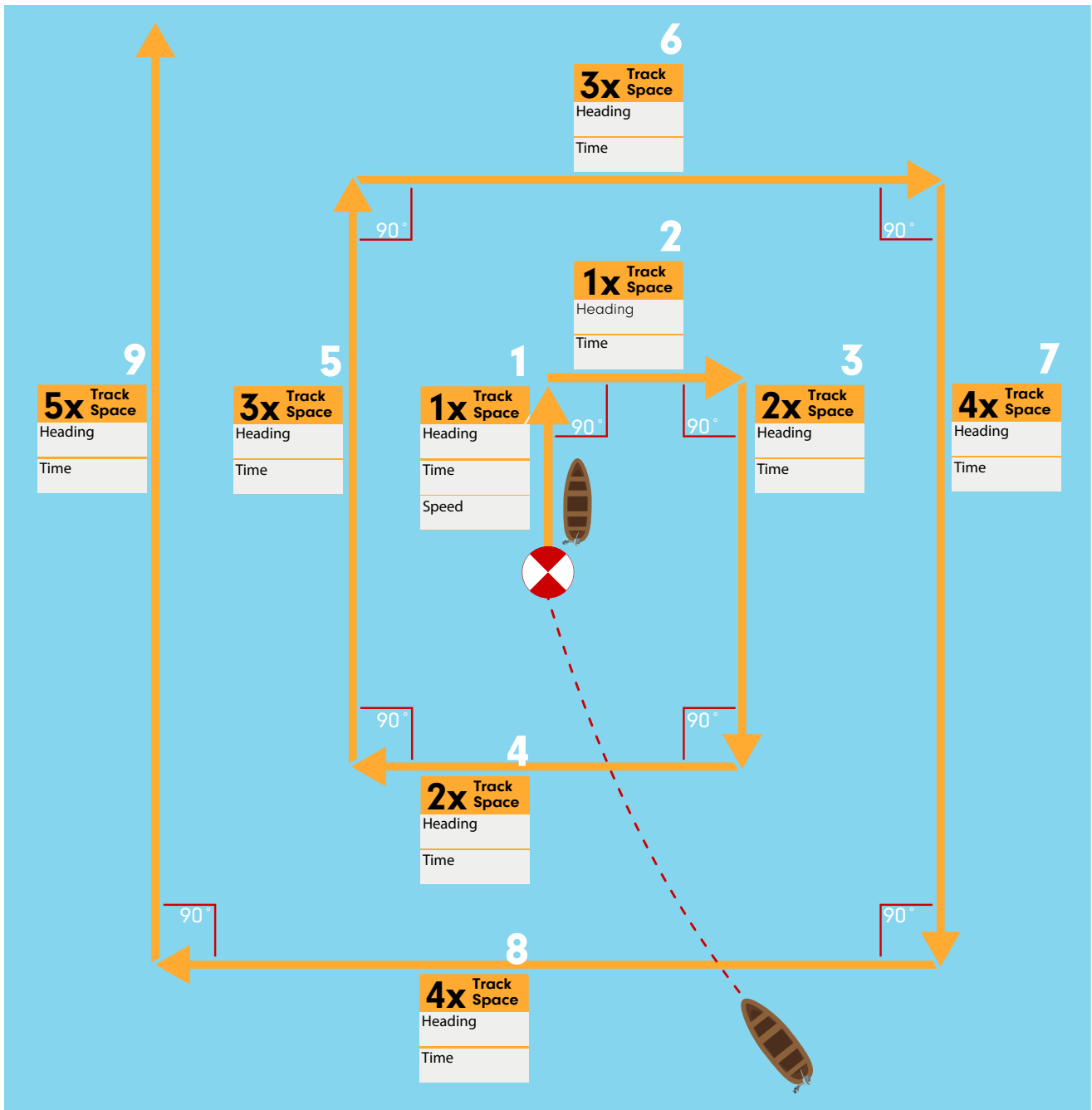
Key



Start point



Direction of Travel



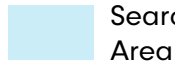
- Use a compass and stop watch only.
- Get the speed and timings from the table on page 5
- Set the speed on the first leg and **do not adjust**
- Multiply the leg timings as per diagram

# SEARCH TYPES

## SEARCH CARD

### Parallel Track Area Search Pattern

Key



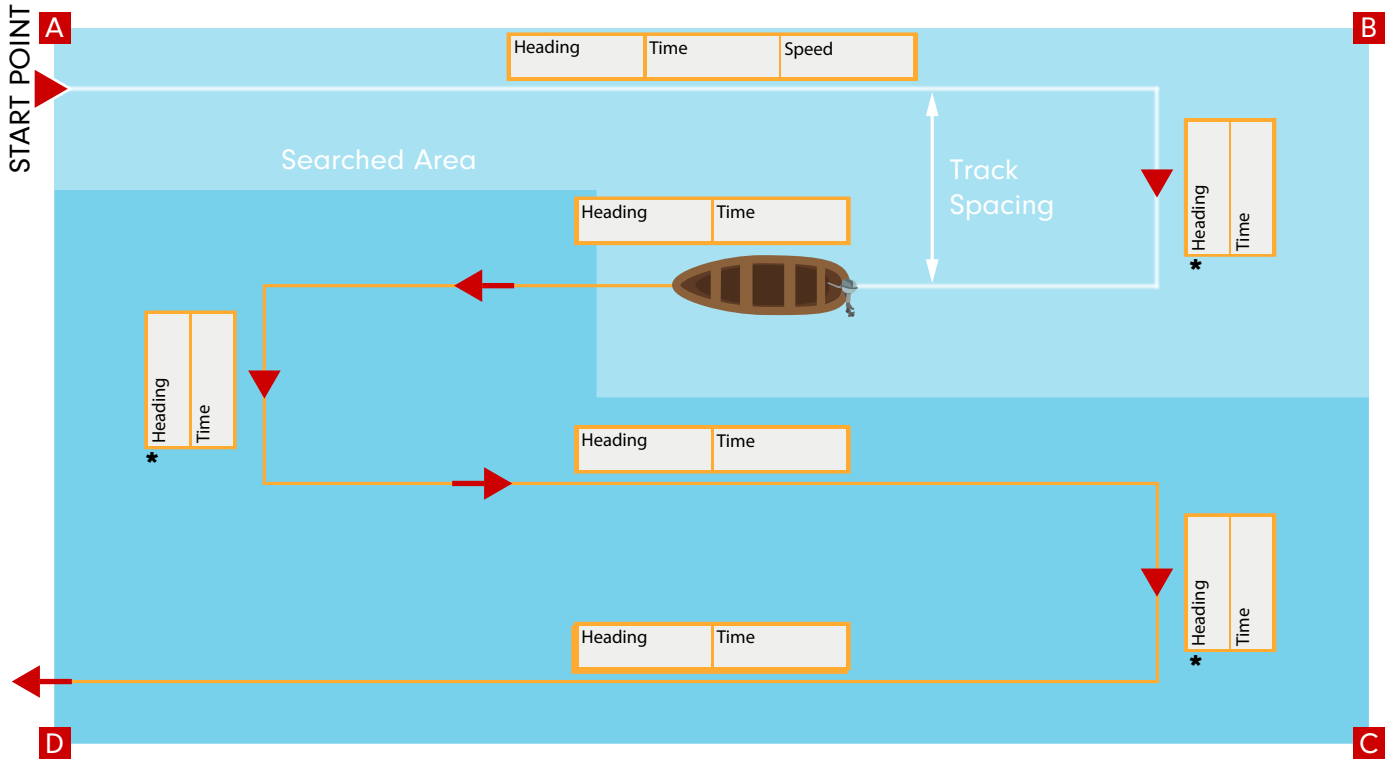
Searched Area



Unsearched Area



Direction of Travel



- Start point should be 1/2 track spacing inside search area
- The casualty could be anywhere in the area
- GPS can be used
- \*Get timings for short legs from table on Page 5.

## NOTES

-----

-----

-----

-----

-----

-----

-----

-----

-----

-----



# SEARCH TYPES

## SEARCH CARD

### Line Abreast Area Search Pattern

Key



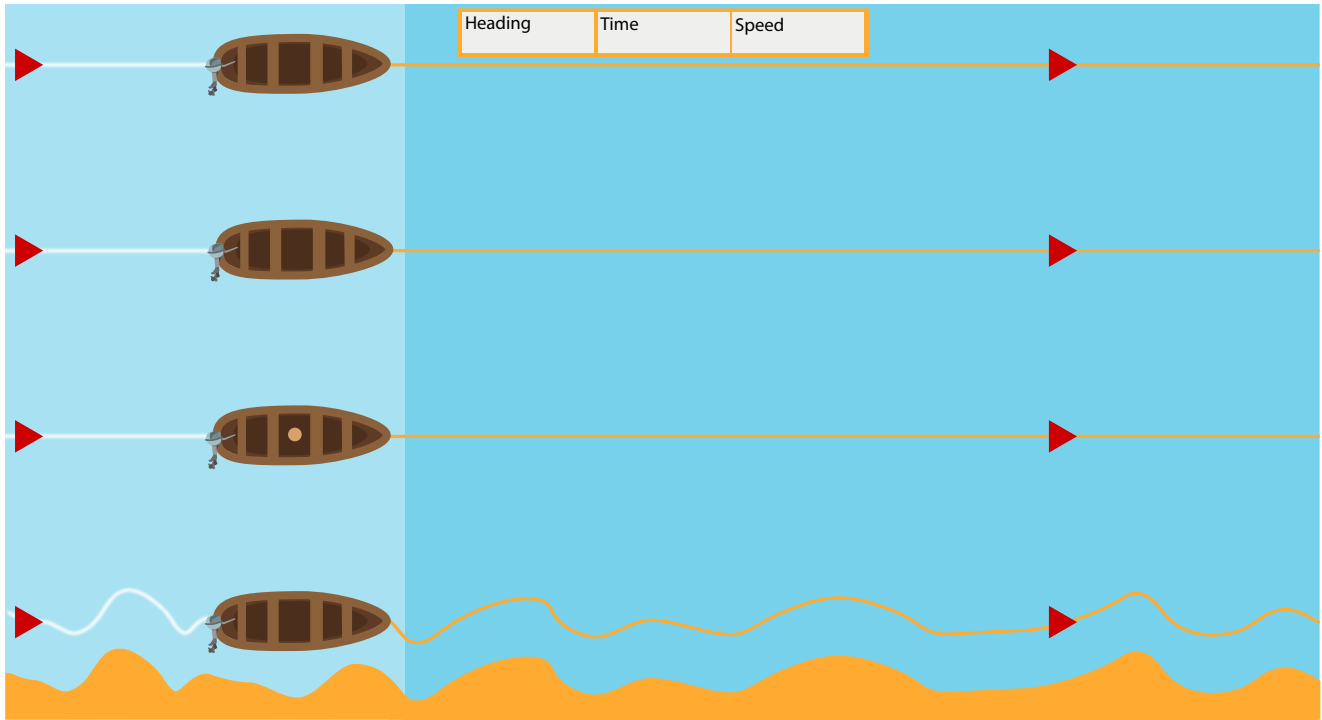
Searched Area



Unsearched Area



Direction of Travel



- The casualty could be anywhere in the area
- Each vessel one sweep width apart - get the distance between each boat from page 5.
- All vessels to do the same speed

## NOTES

-----

-----

-----

-----

-----

-----

-----

-----