Lifeboats

INTERNATIONAL SAR CHECK CARDS

TP-INT-05-01

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INTERNATIONAL SAR CHECK CARDS

Terminology

COG – Course Over Ground
CSP – Commence Search Position
OSC – On-Scene Coordinator
SMC – Search Mission Coordinator
SOG – Speed Over Ground
SRU – Search and Rescue Unit

CHECK CARD

SMEAC Briefing

SITUATION: S
- Ground:
- Hazards:
- Weather:
- Other agencies:
- Event:

MISSION: M
- Our mission is:
- In order to:

EXECUTION: E
- General outline:
- Grouping / Tasks:
- Emergency Plan:

ADMINISTRATION: A
- Dress:
- Equipment:
- Food / Water:
- Medical:
- Transport:
- Casualty routine / Evacuation:

COMMAND AND COMMUNICATION: C
- Type:
- Call signs:
- Lost comms:
- Frequency/Talkgroup:
- Ops normal:
- Confirmation of understanding:
- Questions?

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Tasking Form

1. Description of incident:

2. Search Target: .....

3. Search Type: .....

4. *Commence Search Position (CSP):* .....

5. *Direction of first leg (COG):* .....

6. *Leg length:* .....

7. *First turn left or right (if applicable):* .....

8. *Track spacing:* .....

9. *Number of legs:* ..... *Or, overall search width:* .....

10. Search Speed (SOG): .....

Advise SMC when commencing second to last leg

Any other information:
Such as:

- Weather on scene
- Other vessels in area

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Situation Report Form (SITREP)

To be passed every 30 minutes, or when the situation changes, to the search mission co-ordinator (SMC)

From Lifeboat to SMC (Arrival on scene and every 30 mins):

SITREP Number: ……

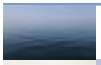
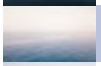
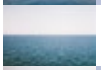
Position: ……

Lifeboat Course: …… Speed: ……

Any other information:
Such as:

- Weather on scene
- Other vessels in area

Beaufort Wind Scale

	FORCE	DESCRIPTION	SEA CHARACTERISTICS	WIND SPEED KNOTS	M.P.H.	Km/H
	0	Calm	Like a mirror.	1-3	1-3	2-6
	1	Light Air	Ripples like scales are formed.	1-3	1-3	2-6
	2	Light breeze	Small wavelets, still short but more pronounced, not breaking.	4-6	4-7	7-11
	3	Gentle breeze	Large wavelets, crests begin to break; a few white horses.	7-10	8-12	12-19
	4	Moderate breeze	Small waves growing longer; fairly frequent white horses.	11-16	13-18	20-28
	5	Fresh breeze	Moderate waves, taking more pronounced form; many white horses, perhaps some spray.	17-21	19-24	29-38
	6	Strong breeze	Large waves forming; white foam crests more extensive; probably some spray.	22-27	25-31	39-49
	7	Near gale	Sea heaps up; white foam from breaking waves begins to blow in streaks.	28-33	32-38	50-61
	8	Gale	Moderately high waves of greater length; edge of crests break into spindrift; foam blown in well-marked streaks.	34-40	39-46	62-74
	9	Strong gale	High waves with tumbling crests; dense streaks of foam; spray may affect visibility.	41-47	47-54	75-88
	10	Storm	Very high waves with long overhanging crests; dense streams of foam make surface of sea white. Heavy tumbling sea; visibility affected.	48-55	55-63	89-102
	11	Violent storm	Exceptionally high waves; sea completely covered with long white patches of foam; edges of wave crests blown into froth. Visibility affected.	56-63	64-73	103-117
	12	Hurricane	Air filled with foam and spray; sea completely white with driving spray; visibility very seriously affected.	64 plus	74 plus	118 plus

Definitions of visibility at sea

Area Forecast		***Visibility*** *(in nautical miles)*
Very Good	=	more than 30 miles
Good	=	5 - 30 miles
Moderate	=	2 - 5 miles
Poor	=	1000 metres - 2 miles
Fog	=	less than 1000 metres

Swell height definitions

CALM	=	less than **0.1** metres
SMOOTH	=	**0.1** to **0.5** metres
SLIGHT	=	**0.5** to **1.25** metres
MODERATE	=	**1.25** to **2.5** metres
ROUGH	=	**2.5** to **4** metres
VERY ROUGH	=	**4** to **6** metres
HIGH	=	**6** to **9** metres
VERY HIGH	=	**9** to **14** metres
PHENOMINAL	=	in excess of **14** metres

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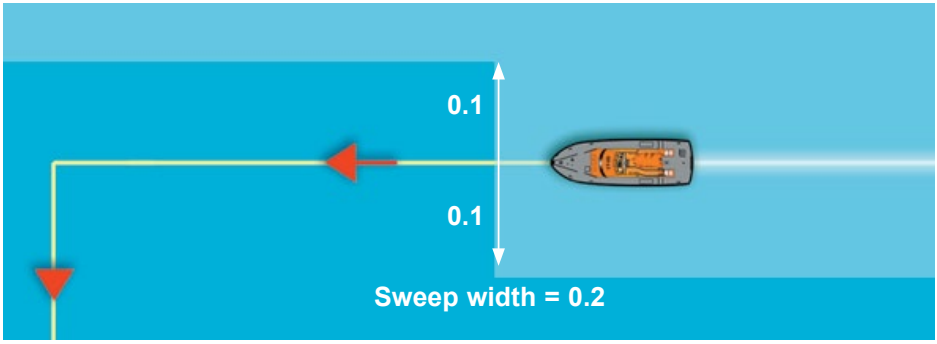
Sweep Width, Track Spacing and Searched Area

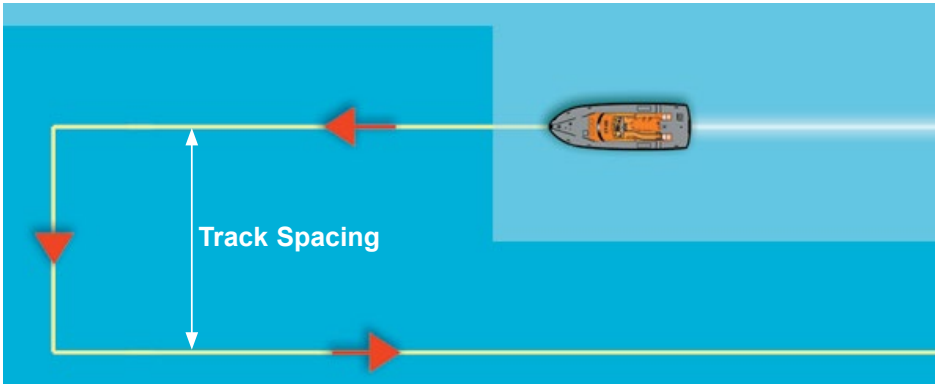
Sweep Width

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



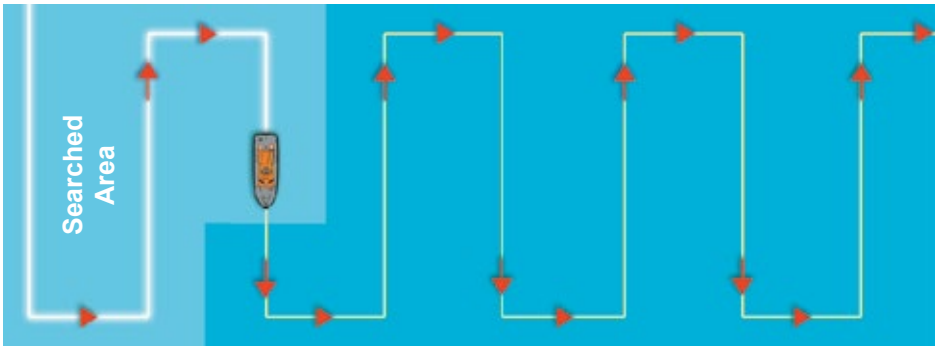
Track Spacing

The distance between each track.



Searched Area

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



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Sweep Width Table

TARGET TYPE	WIND SPEED / SEA STATE ON-SCENE		
	<16kts/<0.6m Sea	16-25kts/0.6m-1.2m	>25kts/>1.2m Sea
	ASSUMED SPEEDS		
	20 knots	12 knots	8 knots
PERSON IN WATER	SWEEP WIDTHS		
Visibility <3NM	30 secs (0.17 nm)	30 secs (0.10 nm)	30 secs (0.07 nm)
LIFERAFT			
Visibility 1NM	2 mins 30 secs (0.83 nm)	2 mins (0.40 nm)	1 min 30 secs (0.20 nm)
Visibility 3NM	6 mins (2.00 nm)	5 mins (1.00 nm)	3 mins 45 secs (0.50 nm)
Visibility 5NM	8 mins (2.66 nm)	6 mins 45 secs (1.35 nm)	5 mins (0.67 nm)
POWER AND MFV <5m			
Visibility 1NM	1 min 15 secs (0.42 nm)	1 min (0.20 nm)	45 secs (0.10 nm)
Visibility 3NM	2 mins 30 secs (0.83 nm)	2 mins (0.40 nm)	1 min 30 secs (0.20 nm)
POWER & MFV 5m-15m			
Visibility 1NM	2 mins 30 secs (0.83 nm)	2 mins (0.40 nm)	1 min 30 secs (0.20 nm)

<5m

5m-15m

TARGET TYPE	ASSUMED SPEED
	10 knots
PERSON IN WATER	SWEEP WIDTH
Visibility <3NM	60 secs (0.17 nm)

NOTES

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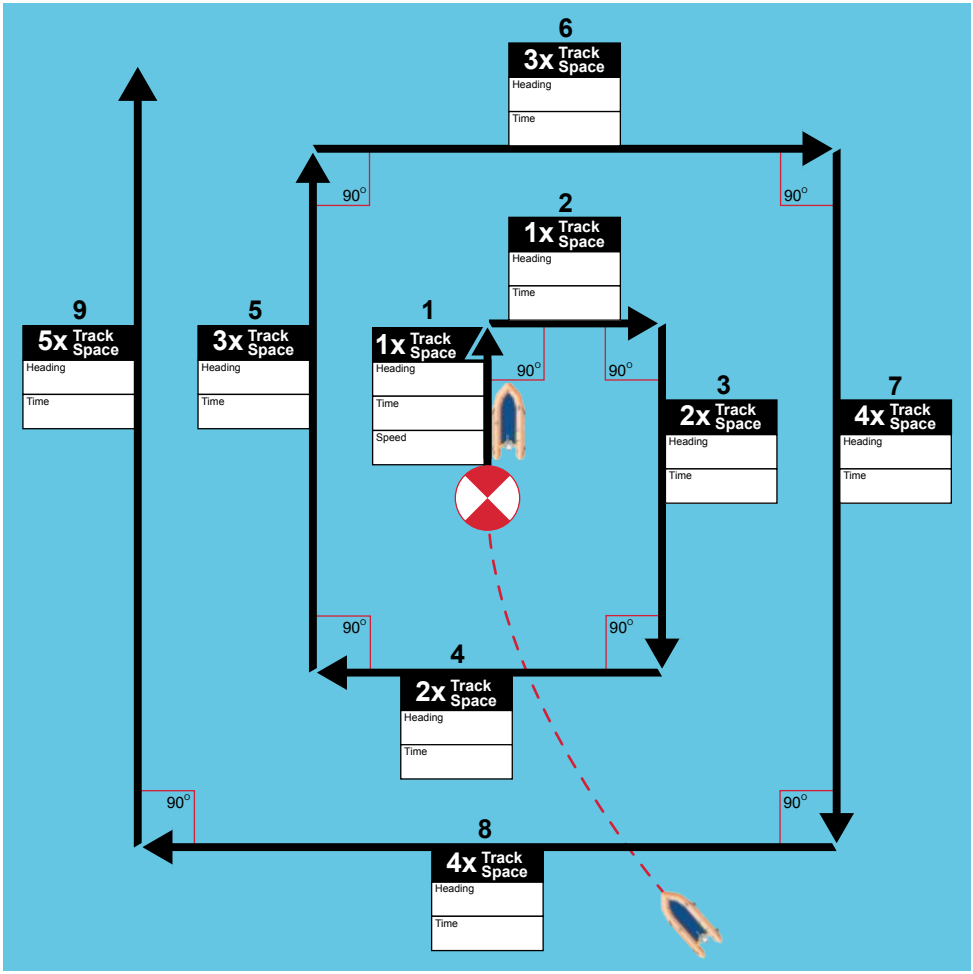
Expanding Square Drift Search Pattern



- **Use a compass and stopwatch only**
- Get the speed and timings from the table on Page 7
- Set the speed on the first leg and **do not adjust**
- Get the sweep width (how far to look) from the table on Page 7
- Multiply the leg timings as per diagram.

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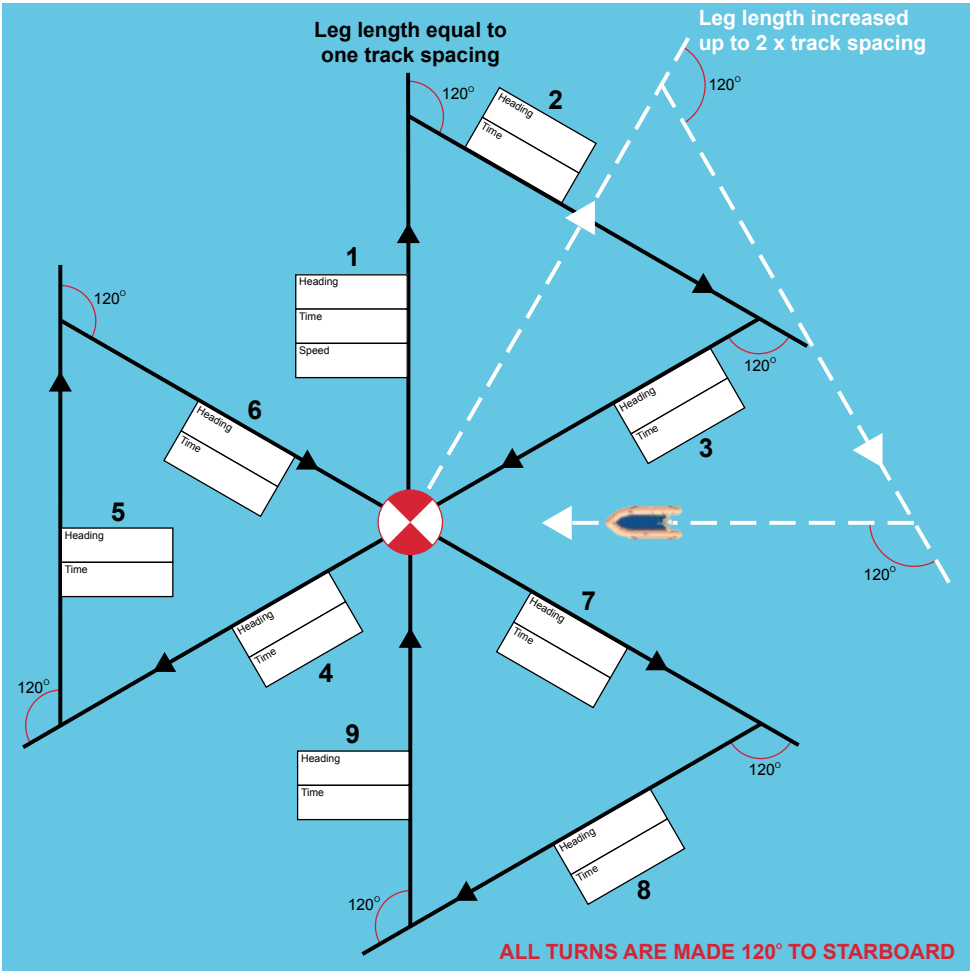
Sector Drift Search Pattern



- Place a datum in the water (Fender/Buoy with line)
- **Use a compass and a stopwatch only**
- Get the speed and timings from the sweep width table on Page 7
- Set the speed on the first leg and **do not adjust**
- Get the sweep width (how far to look) from the table on Page 7.

2nd Sector Search

- Add 30 degrees to your initial heading and double the time.

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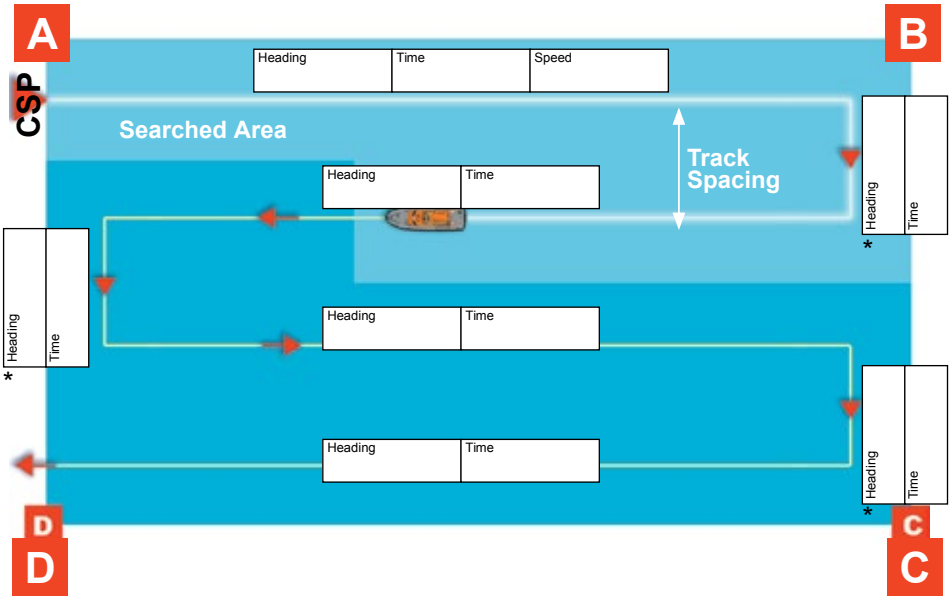
Parallel Track Area Search Pattern



- CSP should be $^1/_2$ track spacing inside search area
- The casualty could be anywhere in the area
- GPS can be used
- Get the sweep width (how far to look) from the table on Page 7
- *Get timings for short legs from table on Page 7.

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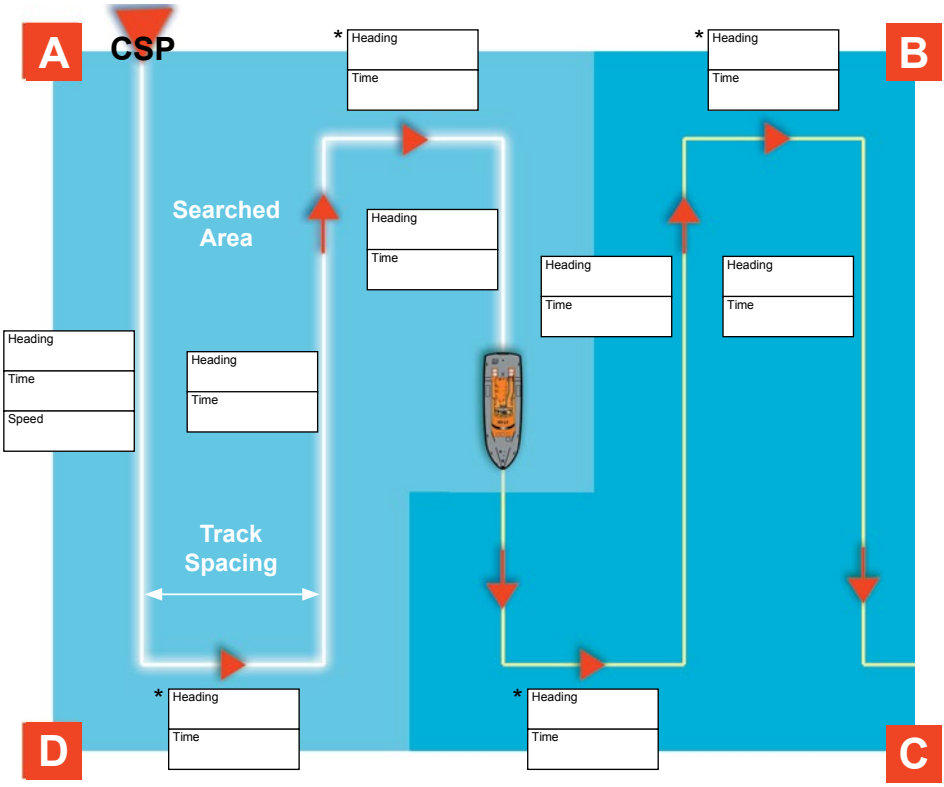
CHECK CARD — Creeping Line Ahead Area Search Pattern



- CSP should be $^1/_2$ track spacing inside search area
- The casualty could be anywhere in the area
- GPS can be used
- Get the sweep width (how far to look) from the table on Page 7
- *Get the timings for short legs from the table on Page 7.

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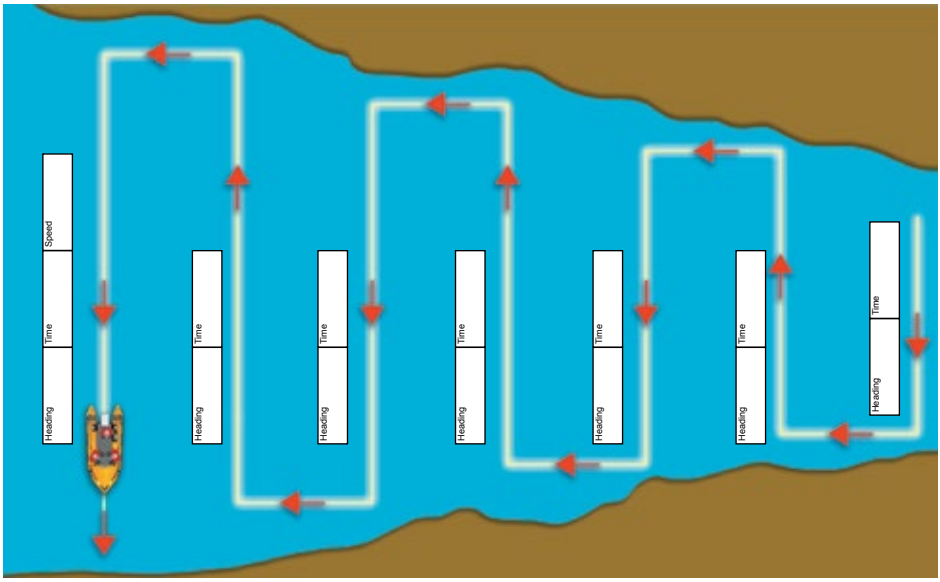
Keyhole Area Search Pattern



- A Creeping Line Ahead, adjusted to suit river / sandbanks
- Get the sweep width (how far to look) from the table on Page 7
- Get timings for short legs from table on Page 7.

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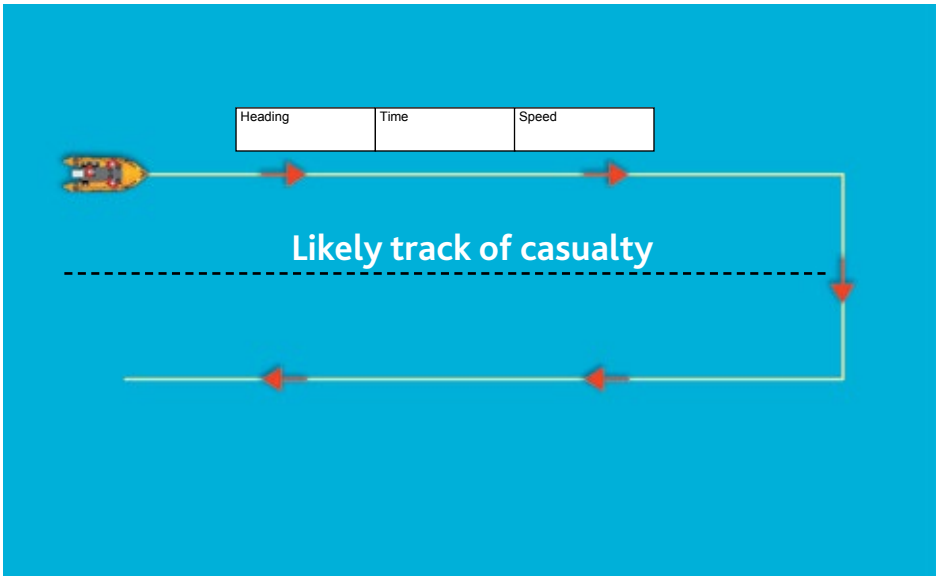
Track Line Area Search Pattern



- The direction of the search follows the likely track of the casualty
- Get the sweep width (how far to look) from the table on Page 7.

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Goalkeeper Search Pattern

- Search across the tide / river for a short distance whilst the casualty is drifting towards you
- Combination of area / drift search.

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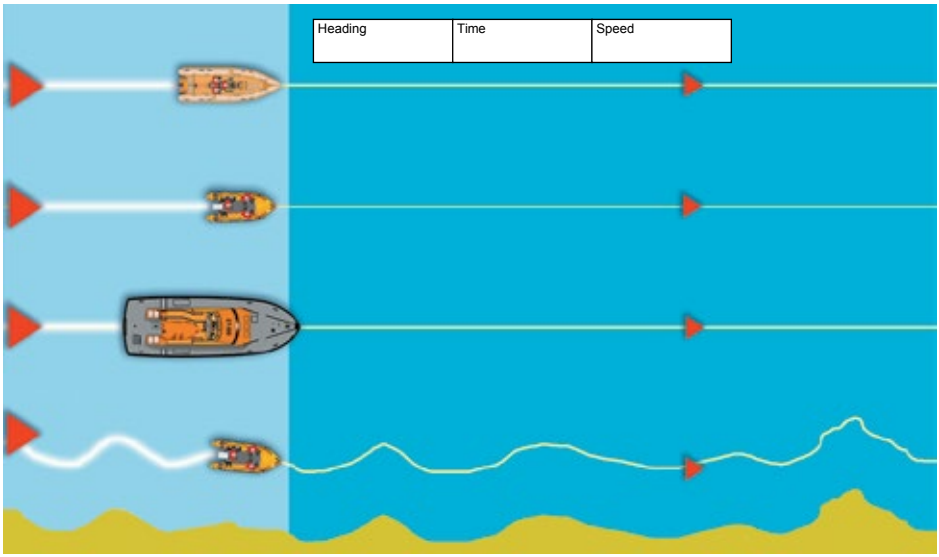
Line Abreast Area Search Pattern



- The casualty could be anywhere in the area
- Each vessel one sweep width apart – get the distance from the table on Page 7
- GPS and RADAR can be used
- All vessels to do the same speed.

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