



## Purpose

The Rescue/Fast Rescue Boat Simulator is designed for training specialists in rescue and fast rescue boats in accordance with the requirements and recommendations of:

- Regulation VI/2 of the STCW Convention, Section A-VI/2 "Mandatory minimum requirements for the certification of specialists in survival craft and rescue boats, fast rescue boats," and Tables A-VI/2-1 and A-VI/2-2 of the STCW Code;
- IMO Model Course 1.23 "Proficiency in Survival Craft and Rescue Boats (other than Fast Rescue Boats)" (2024 Edition);
- IMO Model Course 1.24 "Proficiency in Fast Rescue Boats".

The simulator can be used for training helmsmen and crew members of fast rescue craft in accordance with OPITO standards "ERRV Crew Fast Rescue Craft Coxswain Training Standard" and "ERRV Crew Fast Rescue Craft Boatman Training Standard."

RB/FRBS-C simulator belongs to class C in the classification given in the model course and based on the DNV standard - DNV-ST-0033.

## The simulator allows to drill the following skills:

- launching and recovering the boat, including rough seas;
- clearing the ship's side;
- starting and operating the engine;
- handling and manoeuvring of RB/FRB in different weather conditions, including rough seas, and at night
- towing survival crafts;
- approaching a man overboard;
- steering the boat by compass;
- applying search patterns for survival craft and people in the water;
- using means of communication with helicopter and vessels;
- approaching the ship;
- embarking the boat.

## Simulator structure

Class C simulator is a software version of a simulator in which ship control and maneuvering are carried out using a steering wheel and an engine control lever, implemented on the basis of standard manipulators. The visualization of the surface situation is displayed on the screen of one or more monitors.

## Target group

Deck - Management  
Deck - Operational  
Deck - Support

Engine – Management  
Engine – Operational

## Ship types

All types



The simulator includes:

- Standard game manipulators;
- A visualization system;
- Computer equipment;
- Software.

The simulator could be equipped with an imitation of the ship's navigation bridge from which the boat is launched and recovered.

### Simulator Software

The simulator software consists of:

- Instructor WorkPlace (IWP);
- Student WorkPlace (SWP);

### Instructor WorkPlace Functions:

- choice the navigation area;
- configuring the environmental conditions (waves, precipitation, visibility limitations, current, wind);
- setting the time of day;
- setting target objects in the area, with specified movement trajectories and speed;
- controlling the launching and recovery appliances for survival craft;
- introducing simulated emergencies;
- activating simulators of distress signal means on target life raft;
- setting up virtual surveillance cameras for the navigation area.

### Student Workplace Functions:

RB/FRB operation, including:

- starting and operating the engine;
- using the main steering device;
- clearing from the ship, handling, and maneuvering the boat in various conditions, including stormy weather, rough seas, and at night;
- steering the boat by compass;
- searching for survival craft and people in the water;
- recovery of persons from the water onboard;
- towing survival craft;
- approaching a man overboard;
- approaching the ship;
- launching and recovering the boat using the virtual release mechanism;
- using a simulated binocular;
- using a simulated searchlight;



- visual display of target objects on the water surface and the shoreline.
- 3D sound simulation of the marine environment.

### Navigation Areas

The simulator features:

- An open sea area with a vessel from which the boat is launched.
- A sea area with a coastline.

### Methodical guidelines for using the simulator

The simulator is supplied in the set with the guidelines for the use of the simulator, developed in accordance with the technical description and operating instructions for the fast rescue boat.

### Additional options

The simulator can be supplied with e-learning modules for theoretical education, multimedia training software for practice, and knowledge assessment software for testing, which are combined into training package on the proficiency in rescue/fast rescue boats.

### Regulations

#### STCW Code

- Section A-VI/1
- Section A-VI/2
- Section B-I/14 "Guidance regarding the responsibilities of companies and recommended responsibilities of masters and crew members"
- Table A-VI/2-1 "Specification of the minimum standard of competence for specialists in lifeboats, liferafts and rescue boats other than fast rescue boats"
- Table A-VI/1-1 "Specification of minimum standard of competence in personal survival techniques"
- Table A-VI/2-2 "Specification of the minimum standard of competence in fast rescue boats"

**OPITO «ERRV Crew Fast Rescue Craft Coxswain Training Standard»**

**OPITO «ERRV Crew Fast Rescue Craft Boatman Training Standard»**