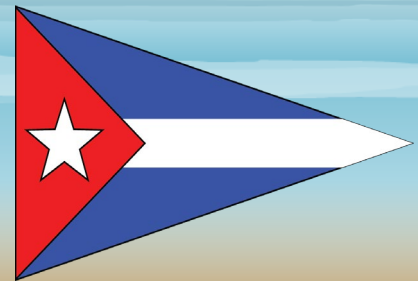
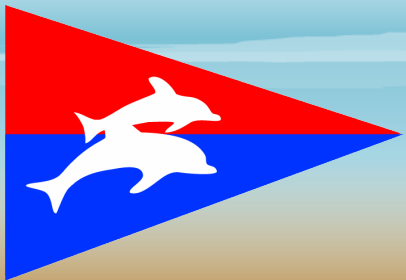




# POA # 3

# Offshore Skills: ON Watch

PACIFIC CUP SEMINAR  
SKILLS TO DEVELOP FOR YOUR OFFSHORE ADVENTURE



# Fundamentals

- This is when you are actively helping sail the boat
- BE ON TIME
  - If you have to crawl out of bunk 15 or 20 minutes early, so be it
  - Making coffee, snacks, etc. is PRE-watch activity
  - Be fully geared up when you come into cockpit
- Rotate positions to stay fresh



On Watch

Off Watch



# Classic Watch Schedules



First: How many on watch? Half of crew, 1/3? Something else?  
If half, you get watch on, watch off. If a third you get one on TWO off!

- **Traditional:**
  - Four hours on, four hours off. You have the same hours every day. (4-4-4-4-4)
- **Dogged:**
  - Same as Traditional, but one watch is split into two two-hour watches so that you get a different watch time each day. (4-4-4-2-2-4-4)
- **Swedish:**
  - Four hours during day, three at night. This system dogs too. (4-4-4-3-3-3-3)
- **Cruiser:**
  - Six during day, four at night. You get a good long sleep, and a long turn at the helm! (6-6-4-4-4)
- **Lucky Thirteen:**
  - Michael's creation. Works great for JUST 6 people doing one on and two off. SEE PCYC Knowledgebase

# Wakey Wakey

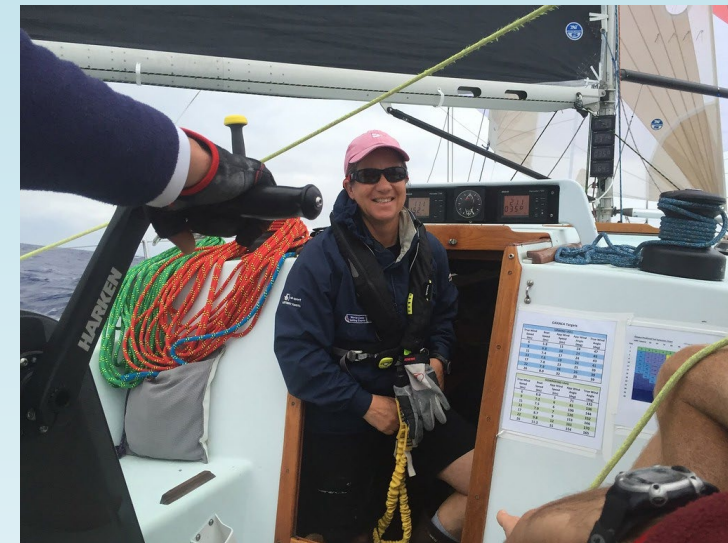
- Decide how you will wake up
  - Alarm (smartphone programmed with your watch schedule will work)
  - Wake-up call from on-watch?
    - Discuss HOW you want to be woken up. Some hate to be called, some hate to be touched or shaken.
    - Some of us are not at our most charming at this time.



# To Do at Start of Watch

- Have your stuff
  - Foulies, pfd, tether
  - Knife, gloves, water, snack, sun protection
- Offer
  - “Can I get anyone a coffee or water or a bite?” (allow time for the inevitable yes)
- Get oriented
  - Figure out what’s going on. It’s good to jump on a physical position (eg grinder) first
  - Listen to the on-watch brief the new watch as to what’s going on

“We’ve been seeing slowly building wind from about 080. We’re watching those clouds over there to see if the squall hits us. The second halyard stopper started slipping so we’re keeping the jib on the winch. Melvin dropped a winch handle overboard so we are one shy. We think there’s a light off the port bow, but we can’t raise it on AIS, so maybe it’s Blue Duck. If the wind holds at five more knots, Tactician has called for a sail change, so that will be all hands”



# WHILE On Watch

- Understand when to call for off-watch, or skipper, or navigator
  - Sail Change? Maybe.
  - Emergency? Generally.
  - “We see a boat?” Close passage? Unsure of intent?
  - Significant condition change? May need skipper or nav guidance
- Rotate your positions
  - Stay fresh, share the joy.
  - If someone is considerably worse, or tired, or head not in the game, maybe they pass on certain tasks
- Police your Area
  - Coil lines, collect trash, don’t leave things lying around
- Quiet
  - The off watch is sleeping. Avoid long raucous discussions.
  - If an alarming noise is made (“thump!”) call down “all’s well, just a tuna” or whatever if, indeed, all is well.



# Ending Your Watch

- Wake up your replacement
- Clean up your mess
  - Dig your junk out of wherever you shoved it
- Brief the on-coming watch
- Pause and think: is there something we should do as a larger group, like gybe?
  - No fun to get called up half an hour later
- Enter Log
  - Depending on the boat's log procedures
- Get to doing what's necessary (eat, hygiene, etc) and get to sleep

