

Boating Safety

Safe Boating

Many Military members and their dependents are killed or seriously injured in boating mishaps every year. The majority of accidents are capsizing and falling overboard.

Following the rules:

1. Boat smart from the start; wear your life jacket.
2. Know your boat – what it can and can't do according to the manufacturer's capacity plate.
3. Keep a good lookout and situational awareness of other boats and objects.
4. Operate at safe and legal speeds - watch your wake.
5. Know and respect the weather - heed weather warnings.
6. Take sufficient fuel in proper containers. Know your cruising radius.
7. Keep your boat shipshape; check safety equipment.
8. Take necessary equipment such as fire extinguishers and personal flotation devices.
9. Secure the boat properly stow loose objects.
10. Learn boating laws and obey them.

11. Never operate a boat while intoxicated.

All "boaters are encouraged to take part in formal small boat training programs



Drinking Afloat More Dangerous Than Driving

Research has shown that as little as four hours' exposure to sun, wind, glare, vibration, and other motion on the water produces "boater's hypnosis," a kind of fatigue that slows reaction time almost as much as if a person were drunk.

Alcohol can affect your judgment, motor skills, peripheral vision, depth perception, night vision, and balance. A "tipsy" person on an unstable, moving platform like a boat runs the risk of slipping on deck, stumbling down a gangway, or falling overboard. In the event of a fall overboard, alcohol may increase risk of cardiac arrest and will certainly reduce your body's ability to stay warm in cold water. It is a well-established fact that with the very first drink, brain

functions are depressed. That's why boaters should think *before* they drink.

Wear your LIFE JACKET

They FLOAT
You DON'T



Figure 1
Type I: Life Preserver

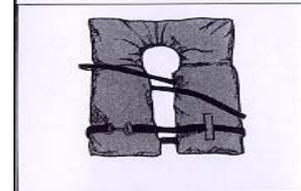


Figure 2
Type II: Buoyant Vest



Figure 3
Type III: Special Purpose Device



Figure 4
Type IV: Buoyant Cushion and Ring Buoy