

CHAPTER 17

ABANDON SHIP BILL

17-1 GENERAL:-

The Abandon Ship Bill provides for an orderly procedure to be followed when a condition arises making it necessary for all hands to leave the ship. This condition may be the direct or indirect result of enemy action, explosions, fire, collision, grounding or any other disaster which may cause the ship to be untenable.

17-2 LIFE RAFTS:-

Five life rafts, each with a capacity for twenty-five men, are provided for the debarkment of all hands on board including officers, crew and troops. The 12 ft. wherry would ordinarily be of little use but should conditions seem to warrant, it could be launched and attached to one of the rafts and used to carry extra stores and provisions.

The life rafts are located at the following points board ship:

Life Raft No. 1 - Superstructure Deck, starboard side, between frames 7 and 9.

Life Raft No. 2 - Superstructure Deck, port side, between frames 18 and 20.

Life Raft No. 3 - Superstructure Deck, starboard side, between frames 21 and 23.

Life Raft No. 4 - Superstructure Deck, port side, between frames 25 and 27.

Life Raft No. 5 - Superstructure Deck, starboard side, between frames 25 and 27.

17-3 EQUIPMENT:-

Each life raft will be equipped as follows:

2 paddles, lashed to bottom.

2 - 3 gal. water breakers, full and tested.

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17-3 EQUIPMENT:-

Emergency ration kits.

2 drinking cups to each breaker, lashed to breaker, covered or painted on outside to stop sun reflection.

Fishing kit.

Tin of matches, watertight container.

Package of fluorescein sea marker.

7' x 8' tarpaulin for catching water, sail, etc.

3 yards yellow bunting for position marker.

First aid kit.

Painter - 50 ft. 2-1/2" - lashing lines.

Very light signalling equipment.

Waterproof flashlight.

Knife.

Spare cigarettes, if desired.

All packages, etc., must be well lashed to raft with six thread manila or its equivalent, and in addition to lashing, a retaining line must be attached so that in event raft lands upside down and gear is cut loose, it may be hauled out from under the raft. All gear can be made up to have positive buoyancy. After filling water breakers, dump out a little and breaker will have positive buoyancy. Water should be changed weekly and breaker may be sweetened by flushing occasionally with bicarbonate of soda mixture. Frequent inspections should be made to insure free working of the spigot and filling cap; putting a film of light oil on the spigot and cap thread will make these parts free to work by hand.

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17-3 EQUIPMENT:-

The packaged articles should be well slushed with grease on the outside of the container, then covered with canvas and painted to make watertight.

First aid kits should be packed in a can, the top soldered and made watertight.

The paulin is very important, serving as a sail, a raincatcher, to attract attention and for protection against the sun, etc. The inside of the paulin should be painted a bright yellow. The sea painter must be fitted with a toggle to facilitate releasing. Knives are hard to handle if the hands are covered with grease and oil.

Do not paint rafts with other than one coat to conform with camouflage. A safety line for each member of the crew is a necessary item. It serves as a point of lift, also as a retaining line in event man passes out and must be lashed to raft.

17-4 ABANDON SHIP CALL:-

The order to abandon ship shall only be given by the Commanding Officer.

When the order has been given:

- (a) Pass the word "All Hands Prepare to Abandon Ship."
- (b) All hands will proceed to their abandon ship stations on the double, each man wearing a life jacket.

17-5 ABANDON SHIP STATIONS:-

It may become necessary to abandon ship under any of the four conditions of readiness. In any case, immediately the order has been given, "All Hands Prepare to Abandon Ship", all hands will proceed on the double to their abandon ship stations.

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17-5 ABANDON SHIP STATIONS:-

The abandon ship assignments, by life rafts, is given below, for all officers, crew and troops on board.

RAFT NO. 1

Chief Boatswain's Mate

Boat Officer

	<u>RATE</u>	<u>PROVIDES</u>
1.	Sealc	Knife
2.	Sea2c	Rifle & ammunition
3.	QM3c	Signal flags
4.	RM2c	Flashlight
5.	MoMM1c	Flashlight
6.	MoMM2c	Knife
7.	EM2c	Pliers
8.	MoMM3c	Hatchet
9.	Flc	Knife
10.	F2c	Knife
11.	---	----

TROOPS: Eleven enlisted men.

Provides: One rifle with ammunition.
One service pistol with ammunition.
Each man wears service belt with bayonet and full canteen.

TOTAL - Twenty-two.

RAFT NO. 2

Executive Officer

Boat Officer

	<u>RATE</u>	<u>PROVIDES</u>
1.	BM2c	Knife
2.	Sea2c	Rifle & ammunition
3.	RM1c	Signal flags
4.	RT2c	Flashlight
5.	SC3c	Knife
6.	MoMM2c	Flashlight

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17-5 ABANDON SHIP STATIONS:-

RAFT NO. 2

Executive Officer

Boat Officer

RATE

PROVIDES

- 7. EM1c
- 8. MoMM3c
- 9. Flc
- 10.
- 11.

- Pliers
- Hatchet
- Knife

TROOPS: Ten enlisted men.

Provides: One rifle with ammunition.
One service pistol with ammunition.
Each man wears service belt with bayonet and filled canteen.

TOTAL - Twenty.

RAFT NO. 3

Commanding Officer

Boat Officer

RATE

PROVIDES

- 1. Cox
- 2. Sealc
- 3. Sea2c
- 4. QM1c
- 5. RdM3c
- 6. SK1c
- 7. SC1c
- 8. PhM1c
- 9. MoMM1c
- 10.
- 11.

- Knife
- Rifle & ammunition
- Knife
- Signal flags
- Flashlight
- Hatchet
- Flashlight
- Knife
- Pliers

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TROOPS: Troop Commander and ten enlisted men.

Provides: One rifle with ammunition.
One service pistol with ammunition.
Each man wears service belt with bayonet and filled canteen.

TOTAL - Twenty-one.

RAFT NO. 4

Engineering Officer

Boat Officer

RATE

PROVIDES

1.	BM1c	Knife
2.	Sea1c	Rifle & ammunition
3.	Sea2c	Knife
4.	SM2c	Signal flags
5.	RM3c	Flashlight
6.	StM2c	Knife
7.	MoMM2c	Flashlight
8.	EM3c	Pliers
9.	MoMM3c	Hatchet
10.		
11.		

TROOPS: One officer and ten enlisted men.

Provides: One rifle with ammunition.
One service pistol with ammunition.
Each man wears service belt with bayonet and filled canteen.

TOTAL - Twenty-one.

RAFT NO. 5

Gunnery Officer

Boat Officer

RATE

PROVIDES

1.	GM2c	Rifle & ammunition
2.	Sea1c	Knife

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17-5 ABANDON SHIP STATIONS:-

RAFT NO. 5

Gunnery Officer

Boat Officer

RATE

PROVIDES

3.	Sea2c	Knife
4.	SM3c	Signal flags
5.	RdM2c	Flashlight
6.	Y2c	Flashlight
7.	StM1c	Knife
8.	CMoMM	Pliers
9.	Flc	Hatchet
10.	F2c	Knife
11.		

TROOPS: Eleven enlisted men.

Provides: One rifle with ammunition.
One service pistol with ammunition.
Each man wears service belt with
bayonet and filled canteen.

TOTAL - Twenty-two.

17-6 SPECIAL INSTRUCTIONS:-

- (a) All hands will wear life preservers.
- (b) When troops are on board, the Troop Commander will assign the troop personnel to life rafts in accordance with the Abandon Ship Stations listed above. He will also designate what each man is to provide.
- (c) When all life rafts have been loaded and are clear of the ship, they will be secured to each other by painters.
- (d) In case of any of the life rafts being destroyed, the Boat Officer of each raft destroyed will re-allocate the personnel to other rafts.

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17-6 SPECIAL INSTRUCTIONS:-

- (e) The Gunnery Officer (Communications Officer) will be responsible for saving or destroying all Secret and Confidential Publications and records on board.

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