



Purpose

FFLBS Free-fall lifeboat simulator is intended for training of seafarers who are designated to take charge of free-fall lifeboats in accordance with STCW Code:

- Section A-VI/2 STCW Code “Specification of the minimum standard of competence in survival craft and rescue boats other than fast rescue boats”;
- Section B-I/14 STCW Code “Section B-I/14 Guidance regarding responsibilities of companies”;
- Section A-VI/1, Table A-VI/1-1 “Specification of minimum standard of competence in personal survival techniques”.

Implementing of simulator into the training process will provide training center conformity with new 2024 edition of IMO Model Course 1.23 on Proficiency in survival craft and rescue boats other than fast rescue boats.

New edition emphasizes practical training sessions, that require access to a navigable river, lake or the sea, preferably in harbour or estuarial waters. The practical drills and evaluation could be carried out aboard a ship, making use of its equipment and facilities.

At the same time, the training elements of the practical drills and exercises related to the launch, recovery, operation and manoeuvring of lifeboats and rescue boats, including night drills, drills into rough seas, and drills in ice covered waters may be conducted using simulation.

Training elements related to equipment familiarization and survival craft seamanship should still be delivered using an actual survival craft conforming to the LSA Code.

[MORE DETAILS...](#)

Target group

Deck - Management
Deck - Operational
Deck - Support

Engine – Management
Engine – Operational

Ship types

All types



Knowledge and skills

The simulator allows to drill the following skills:

- free-fall launching,
- clear the ship's side,
- handling and manoeuvring of lifeboats in different weather conditions, including rough seas, and at night,
- steer a lifeboat by compass,
- beaching lifeboat.

Structure

The simulator includes the following equipment and software:

- computer equipment
- simulator software.

Operational scheme

- The coxswain takes place at the steering wheel.
- The instructor brings the lifeboat into "launching" position. In this position the lifeboat starts to wallow with the vessel in distress on which it is mounted.
- The coxswain starts the engine and initiates free-fall launching. Entry into the water is not made perfectly, but taking into account the state of the sea.
- Then the coxswain clears the ship's side and carries out handling the lifeboat in different weather conditions including rough sea.
- All crewmembers can feel some stress during launching, refloating and being in the lifeboat, but navigating in the safe manner.

Simulator software

The software consists of:

- Instructor WorkPlace (IWP),
- Student WorkPlace (SWP),
- Module for processing commands from the lifeboat controls.

IWP functions:

- choice of the navigation area;
- adjusting wave height, time of day, lifeboat drift speed and direction;
- emergency stop of the exercise, return of the simulator to its initial state.



SWP functions:

Lifeboat operation, including:

- operating an engine,
- freefall launching, including the use of the main and emergency release device,
- clearing the distress ship's side and lifeboat handling in rough sea and in different weather conditions,
- use of steering gear,
- steering a lifeboat by compass,
- beaching a lifeboat,
- display of the surface situation.

Navigation areas:

- Open sea with a vessel in distress and the rescue vessel.
- A part of the sea near coastline, for drilling skills of intentional grounding a lifeboat.
- Module for processing commands from the lifeboat controls

The module ensures processing commands from the following controls:

- engine throttle,
- main steering gear

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 fire-retardant free-fall lifeboat.

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 survival crafts.

Simulator classes

The simulator can be presented in different classes:

[FFLBS-A– class A, full mission, on the 6 DoF dynamic platform, simulator software](#)

[FFLBS-B – class B, with real controls, without 6 DoF dynamic platform, simulator software,](#)

[FFLBS-C – class C, simulator software](#)



Regulations:

- Regulation VI/2 STCW Convention, Section A-VI/2 STCW Code, Table A-VI/2-1 "Specification of the minimum standard of competence in survival craft and rescue boats other than fast rescue boats",
- IMO Model Course 1.23 "Proficiency in Survival Craft and Rescue Boats (other than Fast Rescue Boats)" (2024 Edition),
- Section B-I/14 STCW Code "Guidance regarding the responsibilities of companies and recommended responsibilities of masters and crew members",
- Regulation VI/1 STCW Convention, Section A-VI/1 STCW Code, Table A-VI/1-1 "Specification of minimum standard of competence in personal survival techniques",
- OPITO Offshore Lifeboat Coxswain Training Standard.



Simulator

FFLBS-C FREEFALL LIFEBOAT SIMULATOR (SIMULATOR SOFTWARE, CLASS C)

