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ADVENTURES AFLOAT

#ScoutingIrelandOnTheWater

Rover Coxswains Mate

NAVIGATING THE SEAS

SOUND SIGNALS

To avoid chaos on the water sometimes we need to rely on our sounds as well as our sight. Sound signals are used typically to signal between vessels.

This could include;
- Communicating Vessel Intentions
- Moving through Restricted Visibility like weather or a narrow channel

MANOEUVRING & WARNING SIGNALS

Electric Air Horn

Aerosol Air Horn

'Rechargeable' Air Horn

- One-Short Blast I am altering course to STARBOARD
- Two-Short Blasts I am altering course to PORT
- Three-Short Blasts I am operating stern propulsion
- Five-Short Blasts I am unsure of your intentions. GET OUT OF THE WAY.
- Two-Long One Short Overtaking on your STARBOARD.
- Two-Long Two Short Overtaking on your PORT.

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NAVIGATING THE SEAS

SOUND SIGNALS

IN RESTRICTED VISIBILITY

These signals are intended for when vessels cannot see one another. Such as nearing a bend where view is obstructed or in foggy conditions.
Signals should be answered with another prolonged blast by any approaching vessel that may be within hearing around the bend or behind the intervening obstruction.

These signals would be repeated every two-minutes

One-Long Blast — Power Vessel making way

Two-Long Blasts — Power Vessel Stopped

One-Long Two Short — Vessel Not Under Command.
Vessel Restricted Ability to Manoeuvre.
Vessel Constrained by Draught.
Sailing Vessel.
Vessel Engaged in Fishing.

Ships Bell (rapid ringing for five seconds - at one minute intervals)
Vessel at Anchor

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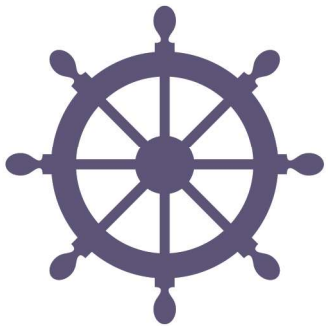


NAVIGATING THE SEAS

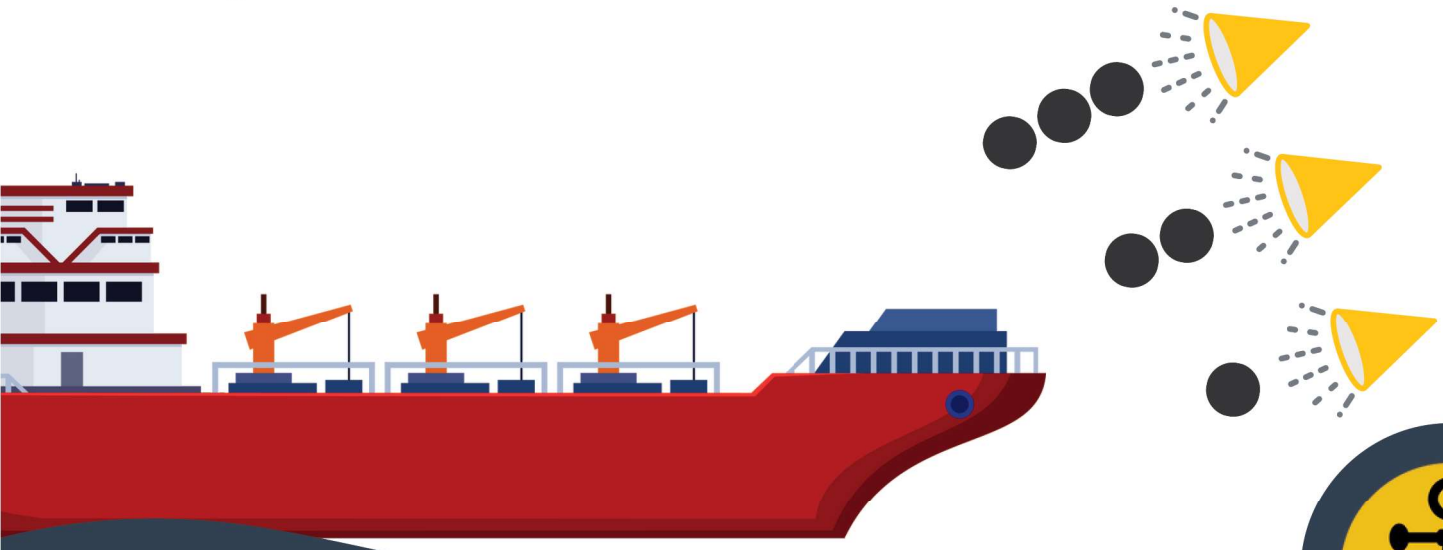
SOUND SIGNAL RELAY

1. Place chairs and other obstacles around the room and identify your Safe Port on the opposite side.
2. Setup in the 'typical' relay game format in pairs or in teams.
3. With the crew blindfolded, the Captain on each team must sound the horn making the correct signal directions to safely steer the crew around the obstacles to get to the Safe Port on the other side.

If you have multiple 'vessels', ensure each Captain has their own unique sound signal so the vessel can follow the correct signal!

MAKE IT EASIER?

Draw a line on the floor and use the horn to keep the crew member walking on the line to get to the other side.



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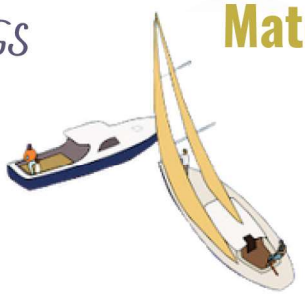
International Regulations for the Prevention of Collision at Sea

↓

COLREGS

IRPCS



NAVIGATING THE SEAS

RULES OF THE ROAD

Yes there are rules of the road, at sea!

Good seamanship and keeping a proper lookout are two essential responsibilities when going to sea; thankfully there are a number of rules to identify who has 'right of way' when on the water, as obviously there are no traffic lights and street signs!

KEY PRINCIPLES

1. We try to Identify the;

GIVE WAY Vessel → Keep out of the way.

STAND ON Vessel → Stay on your current course.

2. Avoid Collision at all Costs.

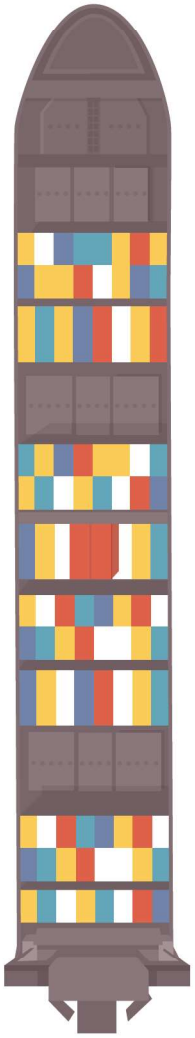
It doesn't matter who you are or what rule you think is on your side!...

3. Generally, Commercial Vessels have Right of Way.

Stay away from all commercial boats, they have right of way; Pilot Boats, Passenger Boats, Fishing, Tug, Cargo, etc

4. Generally, Power Vessels Give-Way to Sailing Vessels.

Typically, the less manoeuvrable boat has right-of-way



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RULES OF THE ROAD

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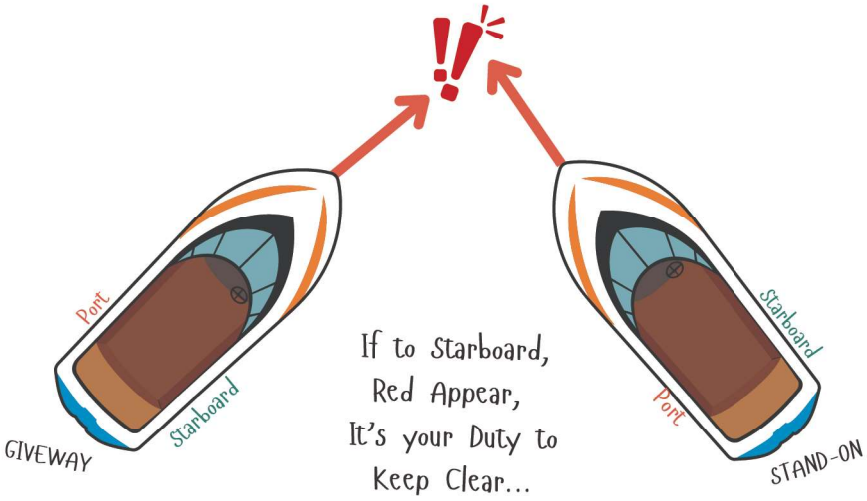
Here are some of those key principles in practice...

Two Boats Head-On

Boats must pass port to port.
(Steer to Starboard)



Two Boats Crossing

Vessels approaching from the right have the right.

Overtaking Vessels

The Overtaking Vessel must Keep Clear

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RULES OF THE ROAD

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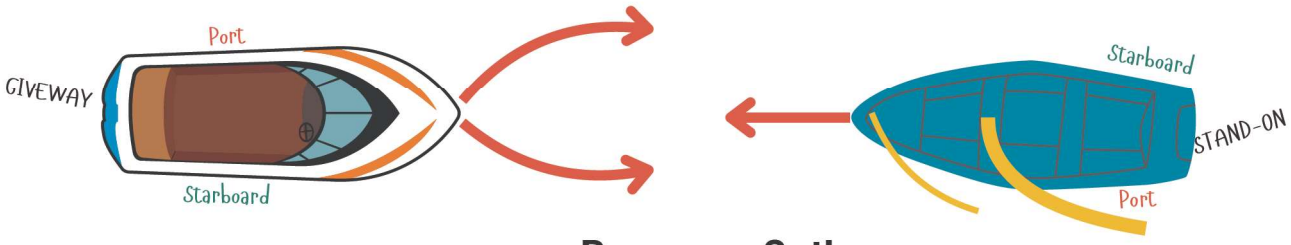
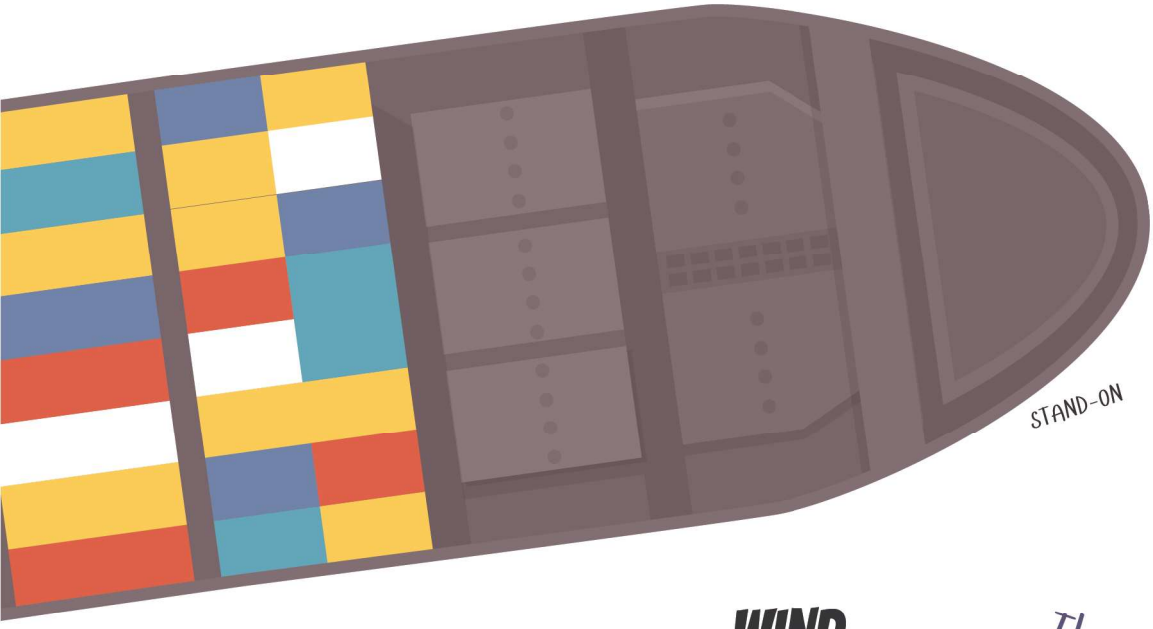


Power vs Sail

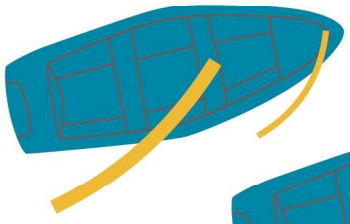
Power gives way to sail...



...generally!

There are a whole lot of other rules for sailing vs sailing! But that is for another day!

A)



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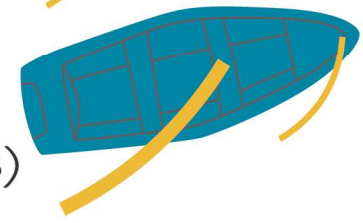

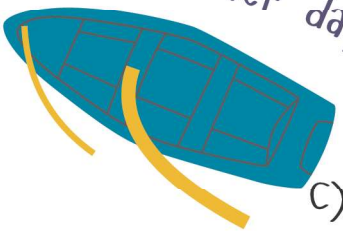

C)

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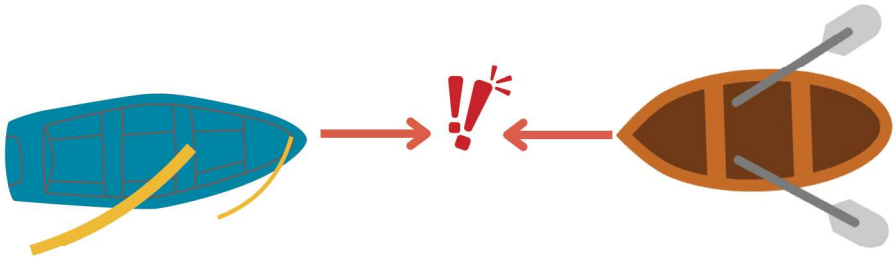
WHO HAS THE RIGHT-OF-WAY?

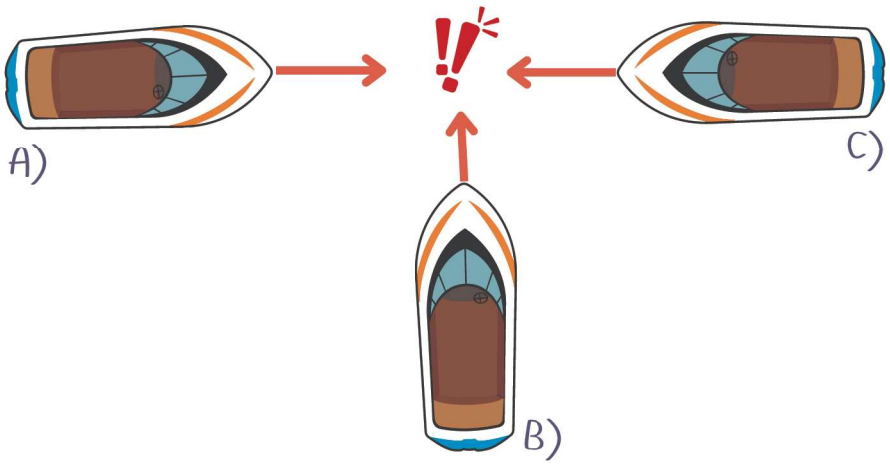
Identify the Stand-On and Give-Way Vessel and what Action Should be Taken...

1.



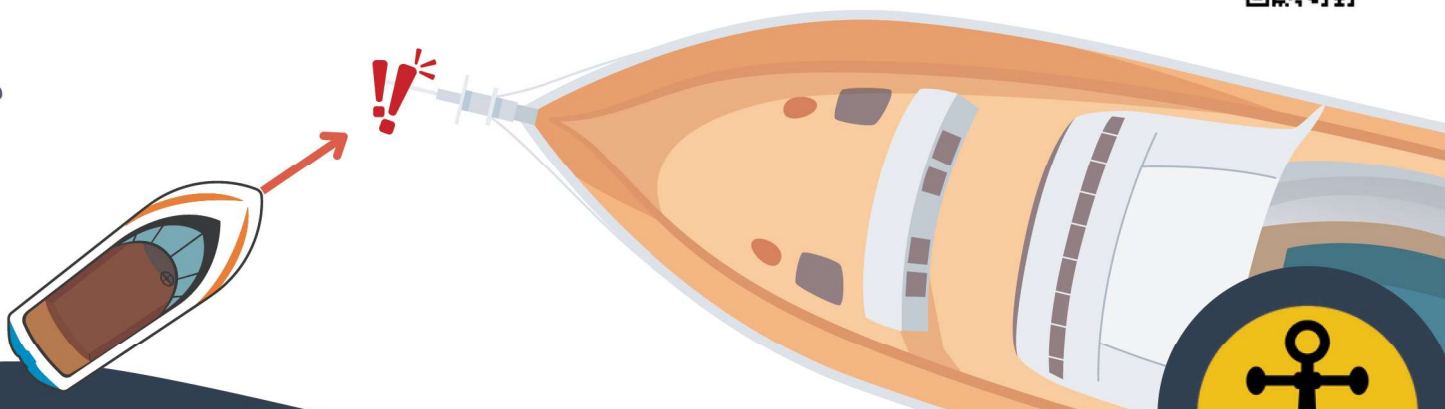
A 'man-powered' vessel should be considered as a power vessel.

2.



COLREGS

3.



ADVENTURES AFLOAT

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NAVIGATING THE SEAS

RULES OF THE ROAD

1. After briefing everyone on the basics of COLREG, give everyone a card with some different boat types on it... eg.
   - Sailing Boat
   - RIB
   - Rowing Tender Boat
   - Fishing Trawler
   - 4-Oared Rowing Boat
   - Port Pilot Boat

A trip to the toy shop to gather a couple of plastic toy boats can be a really great tool to learn IRPCS!

2. Put all your 'boats' in a big circle and start cruising around.
3. Using your COLREGS, avoid collisions within your cruising circle and if you break the rules you sink and you're out!
4. Apply the rules to be the last boat standing!
   If you're particularly savvy, make your cruising circle small and smaller increasing the risk of collision!

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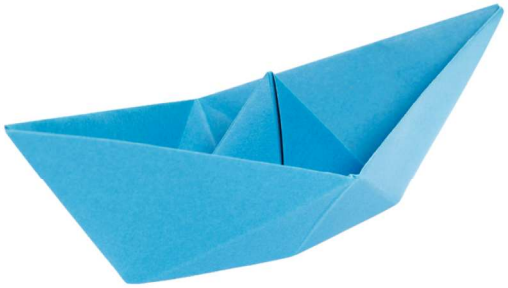
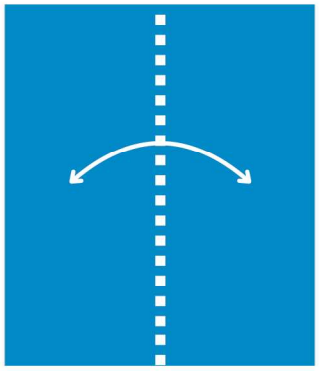
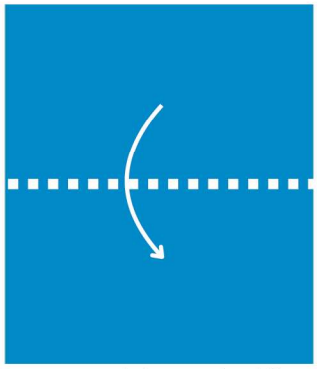


NAVIGATING THE SEAS

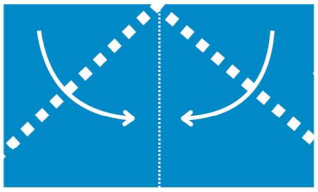
ORIGAMI BOAT



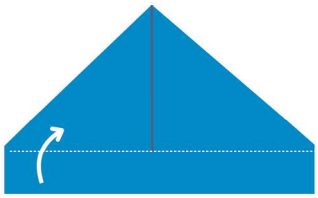
1. Fold in half.



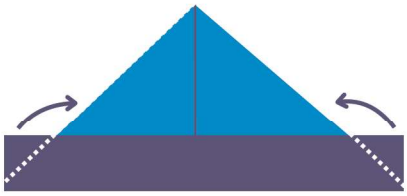
2. Fold in half, again.



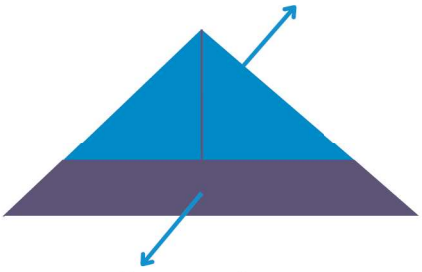
3. Fold the top corners inro the centreline.



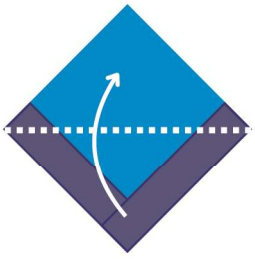
4. Fold the bottom flap up and against your two triangles.
Flip it over and do the same on the reverse.



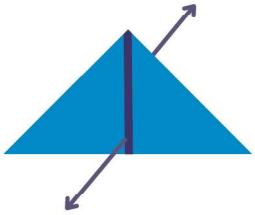
5. On side 1, Fold and wrap the rectangle corners around your triangle.
On the reverse, fold and wrap the two rectangle corners around the triangle.



6. Pull out the centre fold and flatten to make a square.

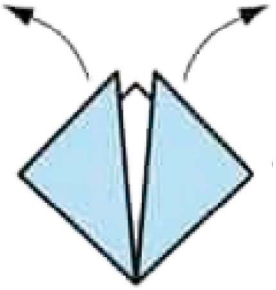


7. Fold side 1 and side 2 bottom corners up to the top corner.

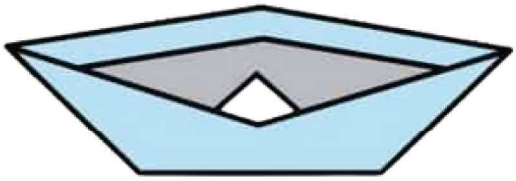


8. Similar to Step 6, pull out the centre fold to make into a square again.

A helpful guide!



9. Gently pull out the top points of your diamond, and presto!



10. Get your boat on the water or use as a help IRPCS tool!

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NAVIGATING THE SEAS

DAY SHAPES

Vessels are also required to carry Day Shapes. These shapes indicate the current status of the vessel that then correlates directly to the Rules of the Road.

We know that a recreational powerboat must Give-Way to a sailing boat; If the powerboat was anchored, and a sailing vessel was headed for it, who has Right-Of-Way and is the powerboat required to recover anchor and move...

Vessel at Anchor

Sailing Vessel Operating Under Motor

Vessel Not Under Command

This means something like engine or steering problems

Constraint by Draught

Can only navigate in deep water

Vessel Aground

Restricted in Ability to Manoeuvre

Could be laying cable or underwater operations

Diver Down

Keep away all directions

Fishing or Trawling

Towing

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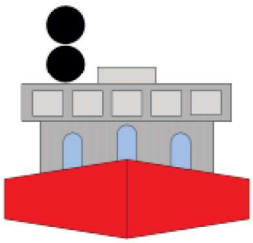
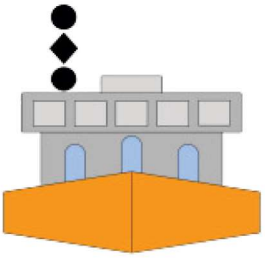
IRPCS RULE.18

RESPONSIBILITIES BETWEEN VESSELS

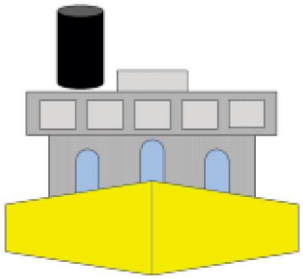
Carrying a special condition in terms of a Day Shape, does not give you a get-out-of-jail-free card to disregard all your IRPCS responsibilities.
Below is a priority rank where the lower vessels must Give-Way to the higher;

Not Under Command



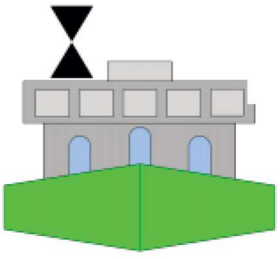


Restricted in Ability to Manoeuvre

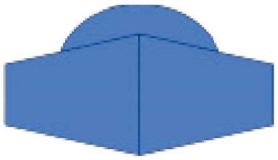


Constraint by Draught

Fishing or Trawling



Power Vessel



A sailing vessel operating a motor is classed as a power vessel. (with or without sails up)

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DAY SHAPES

IDENTIFY THE VESSEL STATUS BELOW

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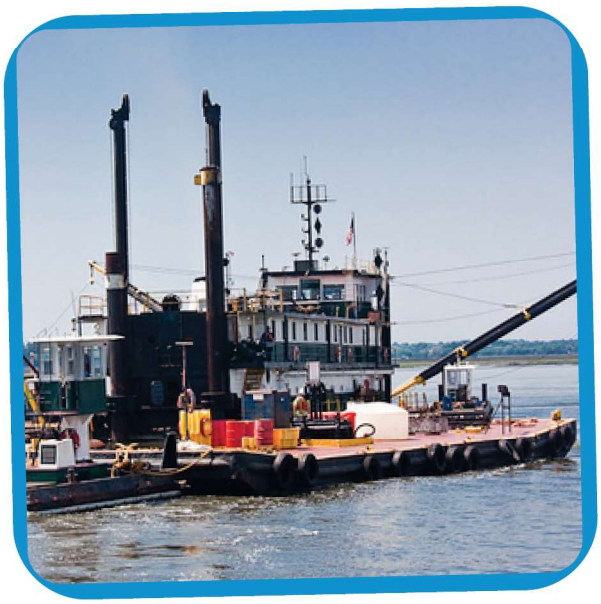

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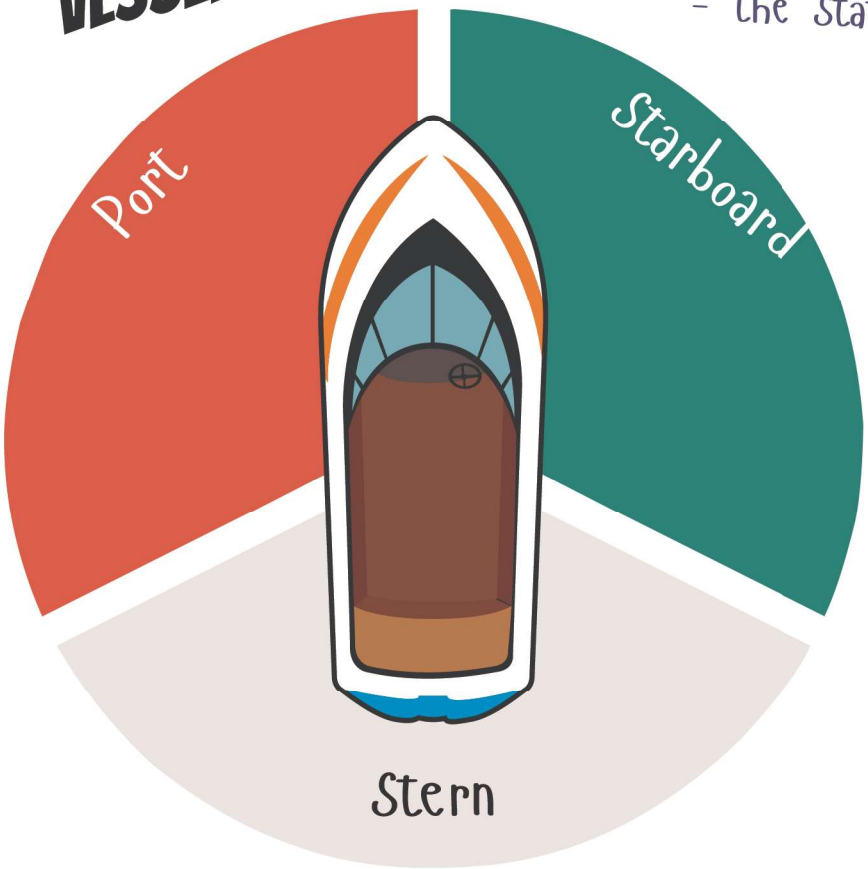
NAVIGATING THE SEAS

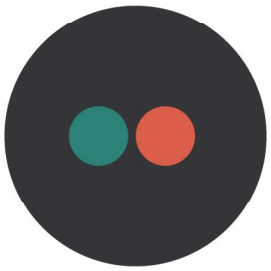
IRPCS LIGHTS

After dark, the conditions at sea can be pitch black and the risk of collision significant. As such, it is a legal requirement for all vessels to carry IRPCS approved lights. Understanding these lights will tell us;

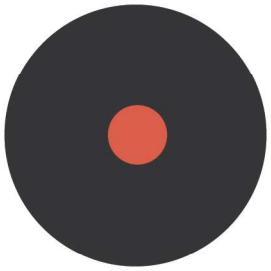
- the Type of the vessel.
- the Size
- the Heading
- the Status

VESSEL HEADING

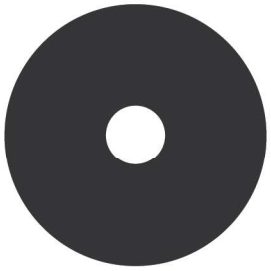




Vessel directly ahead!



Approaching their Port side.



Coming up on their Stern.

*this light has a few meanings...

This is our essential starting point. From this we can tell the heading of the vessel and hence whether a risk of collision exists. All additional lights will tell us more about the vessel and we will always go back to this diagram to reset ourselves when trying to identify the rest.

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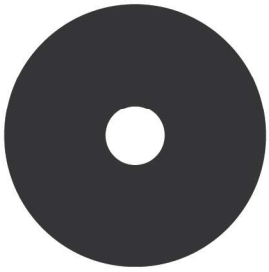
IRPCS LIGHTS

VESSEL SIZE

Sidelights are forward-facing Port & Starboard lights each shining dead ahead and 22.5° abeam.

Masthead lights are forward-facing white lights generally high on the ships mast and 22.5° abeam.

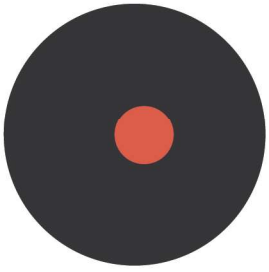
Sternlights are white lights shining astern 22.5°.



Under 7m

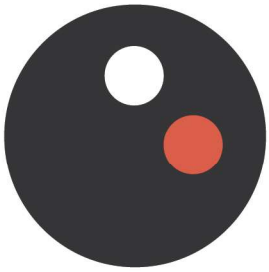
Must display an all-round white light.

*as above, this could also mean you are approaching the stern of a vessel.



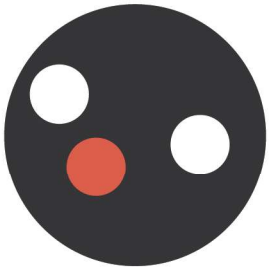
Under 12m

Will also display a Port & Starboard light.



Under 50m

Will display an additional forward facing white steaming light.



Over 50m

Will display a second white mastlight. The forward light should be lower than the aft.

These examples are all Port aspect; we are approaching their Port.

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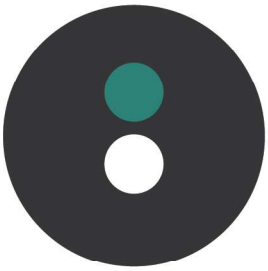
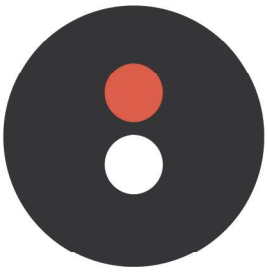
IRPCS LIGHTS
VESSEL STATUS

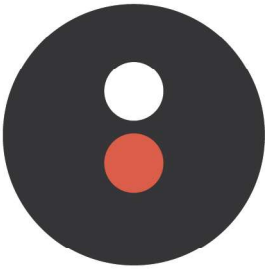
Vessel at Anchor.
Vessel Underway Under 7m.
Approaching vessel stern.



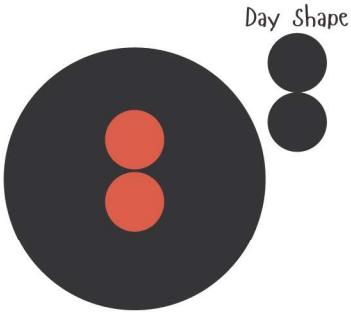
Vessel Trawling
(nets out)



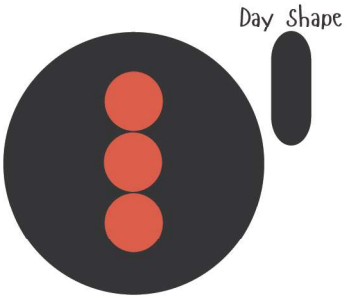
Vessel Fishing
'red over white,
fishing tonight'



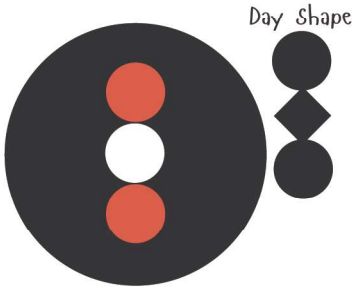
Pilot Vessel
'Pilots have a white
hat and a red face'



Not Under Command



Constraint by
Draught



Restricted in Ability
to Manoeuvre

Now let's put this altogether with;

- Navigation Lights
- Size Lights
- Status Lights

Print and cut these cards out.
Put all cards face down on the table.
In turn, Scouts turn over a card and try to identify the light.
Print a second set of cards with the vessel descriptions and use to help mach the cards together.

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ADVENTURES AFLOAT

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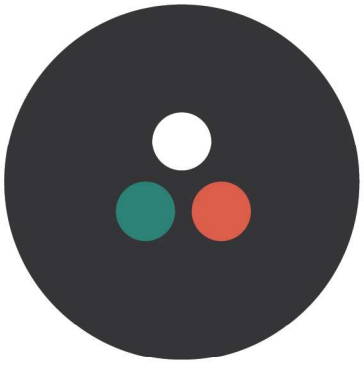
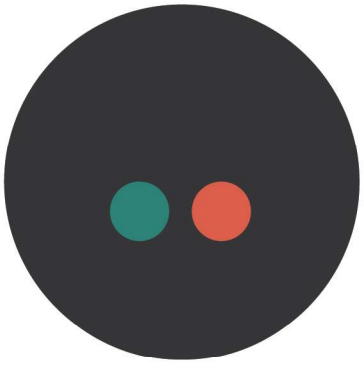
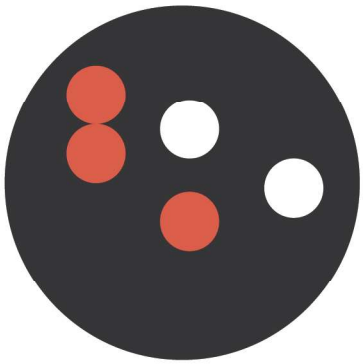
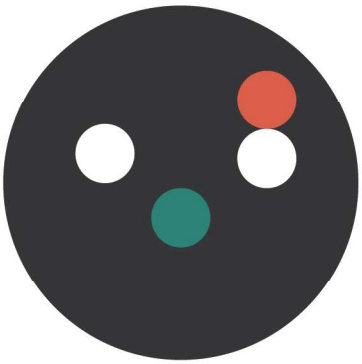
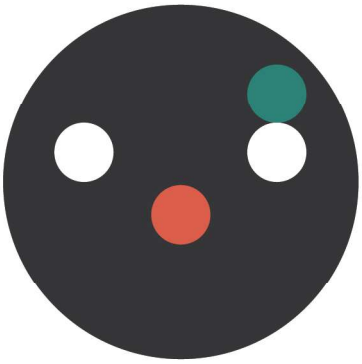
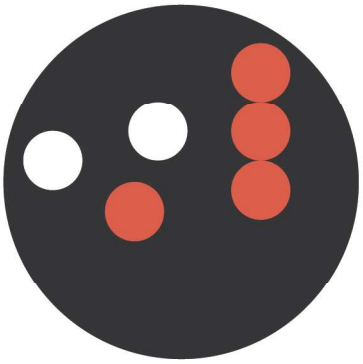
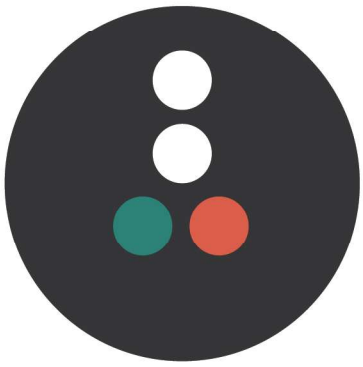
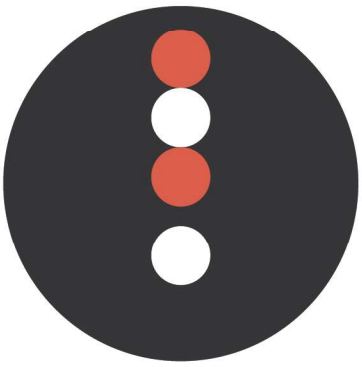
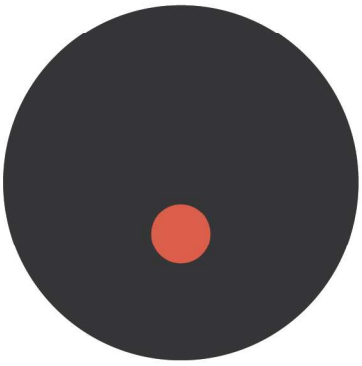
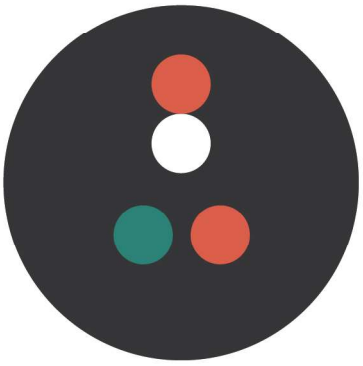
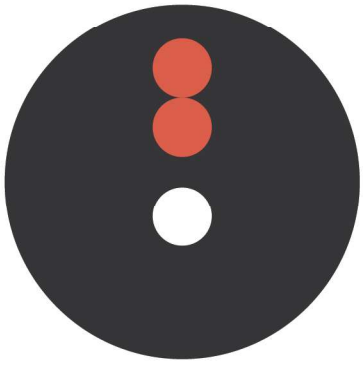
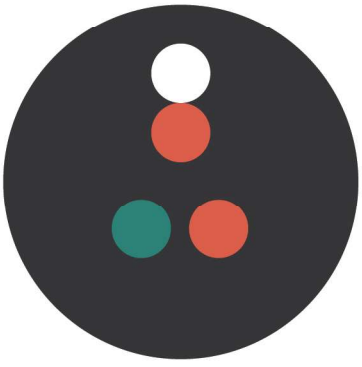
Print and Cut out the below...

Rover Coxswains Mate

Remember;

1. Navigation Lights
2. Vessel Size
3. Vessel Status

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Print and Cut out the below...

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Anchored Approaching Stern Under 7m

Dead Ahead Under 50m

Dead Ahead Under 12m

Remember;

1. Navigation Lights
2. Vessel Size
3. Vessel Status

Port Aspect Over 50m NUC

Starboard Aspect Under 50m Fishing

Port Aspect Under 50m Trawling

Port Aspect Over 50m Constraint by Draught

Dead Ahead Over 50m

Stern Approach RAM

Port Aspect Under 12m

Dead Ahead Under 12m Fishing

Stern Approach NUC

Dead Ahead Under 12m Pilot Boat

Starboard Aspect Over 50m RAM

Stern Approach Trawling

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NIGHT NAVIGATION

Light Memory

1. Print all Lights and Description cards and put them all facedown on the table.
2. In turns, flip over two cards each.
3. Match a description card to its lights card, if you don't get a match, put the cards back face down!
4. Keep going until all the cards are matched, whoever has the most amount of cards at the end, wins!

A good memory of what cards are where is key!

Using the Magnetic Blackboard and the description cards, Give each Scout a card and ask them to display the correct sequence with the magnets.

Magnetic Blackboard

Coloured Button Magnets

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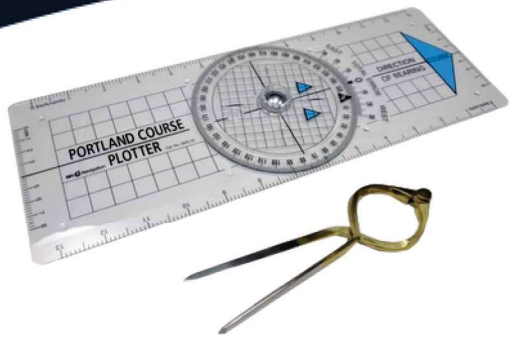

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NAVIGATING THE SEAS

COASTAL NAVIGATION FOR SMALL BOATS

The **Coastal Navigation for Small Boats** course is a shorebased navigation course based on the essentials of seamanship and navigation.
It is a formal certification course by Irish Sailing and the skills learned are required to attain your **Stage 7** in **Sailing** or **Rowing Adventure Skills**.

Scouting Ireland currently has three accredited Training Centres:

1. **Malahide Sea Scouts**
2. **Dun Laoghaire Sea Scouts**
3. **Galway Sea Scouts**

- ⚓ Weather
- ⚓ Navigation
- ⚓ Passage Planning
- ⚓ Tidal Plans
- ⚓ Collision Regulations
- ⚓ Water Safety

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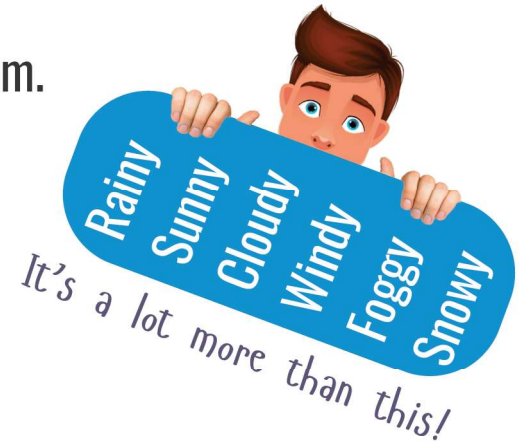
WEATHER WINDOW

SEA AREA FORECAST

The Sea Area Forecast is a specialised forecast specifically aimed for coastal activities. It provides detailed information about expected weather conditions over designated coastal sea areas.

Issued by Met Éireann 4x daily; 12am, 12pm, 6am, 6pm.



We require two tools to make heads or tails of a sea area forecast...

1. **Understand Weather Terminology**
2. **Have Basic Irish Headland Geography**

Speed

- **Slowly** - up to 15 knots
- **Steadily** - 15 to 25 knots
- **Rather quickly** - 25 to 35 knots
- **Rapidly** - 35 to 45 knots
- **Very Rapidly** - greater than 45knots.

Visibility

- **Good** - more than 5 nautical miles (9km)
- **Moderate** - 2 – 5 nm (4 – 9 km)
- **Poor** - 0.5 to 2 nm (4km)
- **Fog** - less than 0.5 nm (1,000m)

Here is a recording of a Sea Area Forecast

Using the map below, see if you can interpret the forecast.

Timing

- **Imminent** - within 6 hours
- **Soon** - between 6 and 12 hours
- **Later** - between 12 and 24 hours

Meteorological Situation

This is a snapshot of what's happening with the weather at a certain time and place. It informs us of what's happening now and what's likely to happen next.

Small Craft Warning **F6**
Gale **F8**
Storm **F10**

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Meteorological and Oceanographic (MetOcean) instruments onboard collect data on sea/ air temperature, atmospheric pressure, wave height, wind speed and wind direction.

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METEOROLOGICAL BUOYS

The Irish Weather Buoy Network is a network of 5 weather buoys around Ireland in addition to sensors onboard Irish Lighthouses and IALA(A) navigation buoys...

M4
Donegal Coast
45nm NNW of Rossan Point

In 2014, recorded the largest recorded wave in Irish waters, measuring 23.4m (an 8-story building!)

Foyle
Safe Water Buoy

South Hunter

South Rock

M2
Irish Sea
20nm East of Howth

Finnis

M6
Deep Atlantic
210nm WSW of Slyne Head

Dublin
Safe Water Buoy

Kish

Splaugh

Coningbeg

Cork
Safe Water
Buoy

MET éireann

Commissioners of IRISH LIGHTS | Navigation and Maritime Services

Marine Institute
Foras na Mara

MetOcean Data

Met Eireann Data

Fastnet

M3
Cork Coast
30nm SW of Mizen

M5
Wexford Coast
30nm S of Hook Head

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MET éireann

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WEATHER WINDOW

BAROMETER

?

- High pressure usually means clear and sunny weather.
- Low pressure often means cloudy or rainy weather.

Rising Air Pressure;
Good weather is on the way!

Falling Air Pressure;
Storms or rain might be coming.

1030 hPa is really good!
980 hPa is really bad!

The Earth is surrounded by a layer of air and we call this the Atmosphere.
We all know this part.
But the air in the atmosphere has weight, pressing down on the Earth all the time.
This pressure is called Air Pressure. A Barometer is used to measure how much air pressure is pressing down.

Why is this good to know?
Because weather changes with air pressure.
So if we can understand the barometer readings we can predict upcoming change in the weather!

At sea level, air pressure is around 1013 hPa.

- If air pressure rises above 1013 hPa, it usually means clear, sunny weather.
- If air pressure falls below 1013 hPa, it often means rain or storms are coming.

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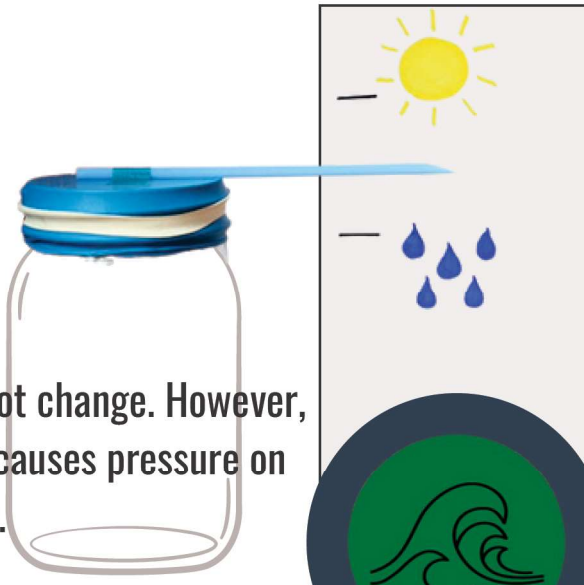
BUILD A BAROMETER

MATERIALS NEEDED

- A Glass Jar
- A Balloon
- Scissors
- Rubber band or Tape
- Straw
- Cardboard or Card Paper
- Ruler
- Marker
- Glue

INSTRUCTIONS

1. Cut the neck off the balloon and stretch the balloon over the jar opening tight! Secure with tape or rubber band.
2. Glue or tape one end of the straw horizontal and on the centre of the balloon.
3. On a piece of card, draw simple scale and a sunshine towards the top and a rain cloud towards the bottom. Mark the paper in the middle where the straw currently rests.
4. Put your barometer on a flat surface (away from sunlight) and check throughout the day for change!



Since we have sealed our jar, the air pressure inside does not change. However, the air pressure outside changes with the weather. So this causes pressure on the balloon to increase or decrease.

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Virtual Regatta

Rover Coxswains Mate

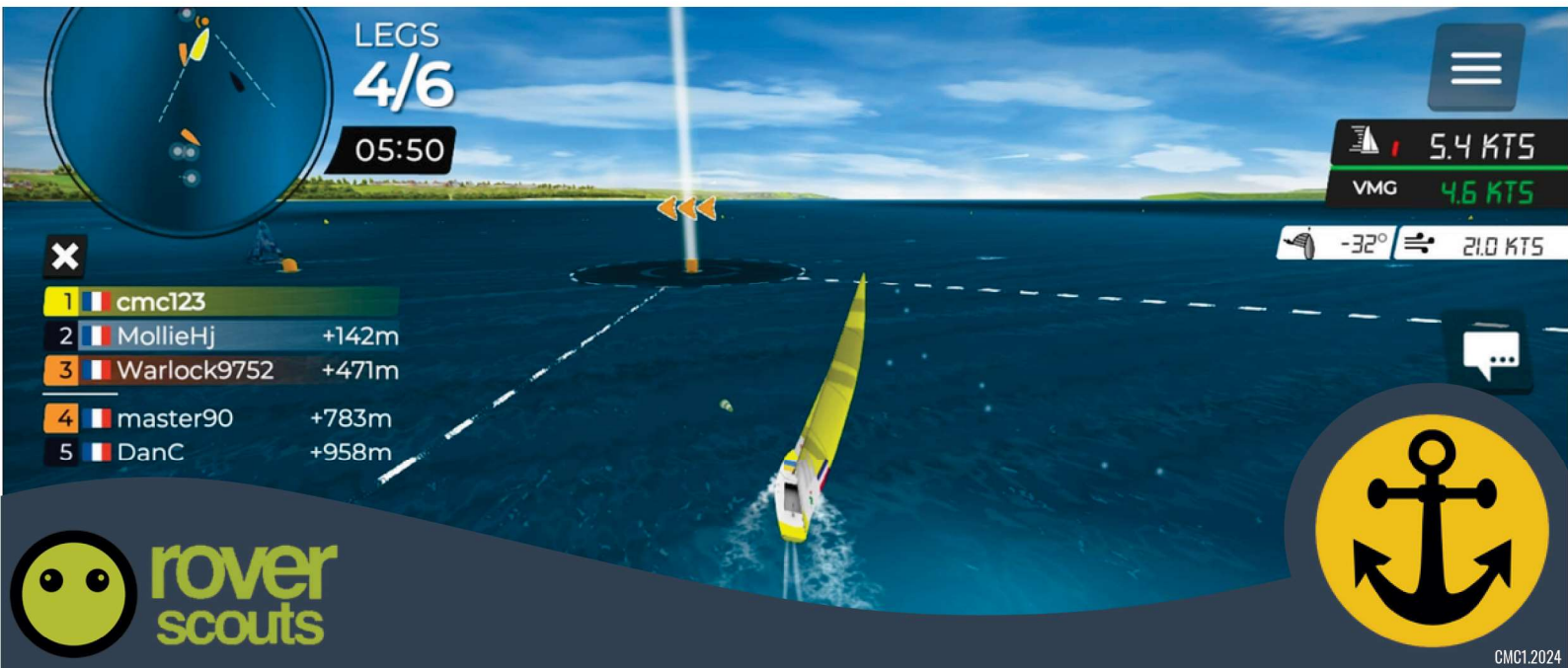
PLAIN SAILING

SAILING FROM THE COUCH

- Free-to-play.
- Learn real-world sailing principles like wind strategy and sail trim.
- Easy set up on a PC, tablet or smartphone.

1. Free download Virtual Regatta INSHORE.
2. Warm up and practice basic sailing and game controls.
3. Create a Regatta and invite the Crew!
4. After the race, discuss what worked well and what challenges they faced.
5. Prizes for the winners?
6. Setup a leaderboard, make it part of a social, challenge another Rover Crew!

sailing@scouts.ie if your Crew is interested in developing further!



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SUSTAINABLE DEVELOPMENT GOALS

SDG GOAL 3 - GOOD HEALTH & WELLBEING

3 GOOD HEALTH AND WELL-BEING

The 2030 Agenda for Sustainable Development, adopted by the UN is a global blueprint for **peace**, **prosperity** and **environmental protection**. Central to it are 17 Sustainable Development Goals (SDGs), which call for global action to end poverty, improve health, education and equality, drive economic growth and combat climate change while protecting oceans and forests.

In order to help everyone to lead a healthy life, mentally and physically – we need to make access to healthcare more affordable and accessible across the globe.
We also need to empower people to live a healthy lifestyle affordably, and to prevent the spread of disease by making safe medicines and vaccines available to all.

In your Rover Crew;

1. Research and discuss the global efforts to achieve the SDG objectives around health and well-being.
   - How does the situation differ among countries?
   - Are there urban/rural distinctions?
   - How can Scouts support progress?
2. Together, design a virtual project to support the achievement of this goal.
3. Deliver an activity related to this goal for a younger section in order to raise their awareness of SDG 3.

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SUSTAINABLE DEVELOPMENT GOALS
GOAL 14 – LIFE BELOW WATER

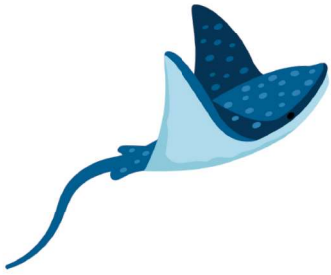
14 LIFE BELOW WATER

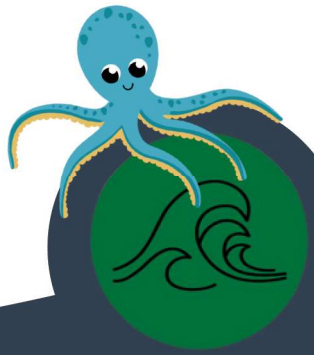
The 2030 Agenda for Sustainable Development, adopted by the UN is a global blueprint for **peace**, **prosperity** and **environmental protection**. Central to it are 17 Sustainable Development Goals (SDGs), which call for global action to end poverty, improve health, education and equality, drive economic growth and combat climate change while protecting oceans and forests.

Whether it's plastic pollution, overfishing or changing sea temperatures, the ocean-dwelling creatures we share our world with are facing bigger challenges than ever before – but we can help them!
By using our oceans sustainably and reducing plastic use we can ensure that our planet is fit for the future.

In your Rover Crew;

1. Research and discuss efforts to achieve the SDG objectives around life under water.
   - Which organisations nationally and internationally are working on related programmes?
2. Together, design a virtual project to support the achievement of this goal.
3. Deliver an activity related to this goal for a younger section in order to raise their awareness of SDG 14.





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MARINE PROJECTS

Rover Coxswains Mate

IMPLEMENTING A SIMPLE PROJECT: LOCAL COMMUNITY OR MARINE ENVIRONMENT

Connecting with our community, with the environment and contributing positively to society are some of the fundamentals of Scouting.
Below are a couple of suggestions and initiatives to help you instil a sense of stewardship and contribute meaningfully to your community.

Purse Search Ireland

A Mermaids Purse is the eggcasing to some of Irelands native shark species. Connect with this conservation project to help identify Irelands shark nursery locations.

Irish Whale and Dolphin Group

Engage with IWDG to learn about protection, get actively involved in reporting sightings and learn what do to in the event of strandings.

Clean Coasts An Taisce

Sand Dunes are essential for coastal protection, but they are at risk. Support a coastal erosion research and awareness project.

Explore Your Shore!

Record Jellyfish sightings as part of The Big Jellyfish Hunt!

TidyTowns

Connect with your local Tidy Towns. Get involved and make a difference in your community.

This is just some ideas, you can do anything that might benefit the wider community!!

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Rover Coxswains Mate

ROVER CREWS CRUISE

Plan an outing with your Rover Crew and considering linking up with another Crew! Don't be shy to get your feet wet and try something with a nautical flavour!...

- TIDE-POOLING
- BEACH YOGA
- SURF TRIP
- SUP LESSONS
- SEASIDE SWIM
- SNORKEL EXPERIENCE
- SANDCASTLE ENGINEERING
- SCUBA LESSONS
- TALLSHIP TRIP
- LIGHTHOUSE TOUR
- FISHING TRIP

Try anything, but get wet doing it!

Pro-Tip
Get your International Certificate of Competency and Charter a Yacht in the Med! You will not regret!!

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WATERSPORTS INCLUSION GAMES

The Watersports Inclusion Games is an annual award-winning multi-watersports event aimed at getting everyone of all backgrounds and all abilities an opportunity to get together and access sports with family, friends and community.

Sponsored by Sport Ireland, the event is free for all participants and supported by all the major-players in Irelands watersports industry.
It's a magic event and Scouting Ireland encourages our Scout Groups to get involved, support with equipment and volunteers.

The event moves around the country every year but is hosted nearly always on the last week of June.
Previous venues have included;

- Lough Ramor
- Kinsale
- Wexford Harbour
- Lough Derg
- Dun Laoghaire Harbour
- Galway Docks

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IRELANDS MARITIME SECURITY

Maritime security involves the measures taken to protect the Countrys waters, coastlines and marine resources.
It ensures safety for maritime trade, fisheries, underwater infrastructure and the marine environment while deterring illegal activities like smuggling, human trafficking and even piracy!

1. SURVEILLANCE AND PATROLLING

Irish Naval Service

- Ireland's primary defence force at sea, with ships conducting patrols to safeguard territorial waters and the Exclusive Economic Zone (EEZ), which extends 200 nautical miles.
- Roles include enforcing fishing laws, monitoring maritime traffic and responding to emergencies.

Air Corps

- Provides aerial surveillance to track ships, monitor illegal activities and oversee underwater infrastructure.

Irelands Exclusive Economic Zone

The EEZ marks internationally-recognised rights to conduct certain activities and a claim on all resources within the EEZ; including fishing, mining and oil exploration. It does not give any power over free access to passage through these areas, above and below the surface.

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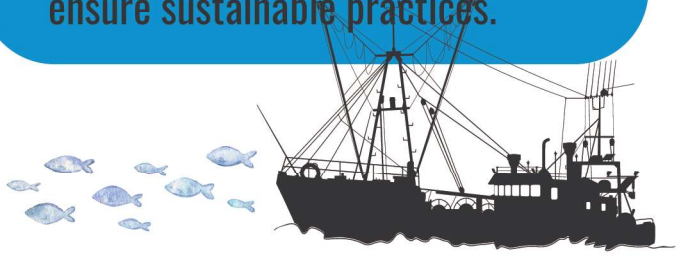
2. FISHERIES PROTECTION

- The Sea-Fisheries Protection Authority (SFPA) ensures compliance with fishing quotas and laws to prevent overfishing.
- The Naval Service conducts regular inspections of fishing vessels to ensure sustainable practices.



3. PROTECTION OF TRADE

- Ireland depends heavily on maritime trade, with over 90% of goods entering or leaving by sea. Ports like Dublin, Cork and Rosslare are vital.
- Security ensures these ports operate safely, preventing disruptions from illegal activities or accidents and restricts illegal goods entering the Country.

4. UNDERWATER INFRASTRUCTURE

Subsea Cables and Pipelines

- Ireland is a hub for international internet connectivity, with critical underwater cables linking Europe and North America.
- Securing these cables is essential to prevent sabotage or accidental damage, as they are key to global communication.

Offshore Energy Infrastructure

- Wind farms and gas rigs also require protection from both environmental threats and malicious interference.

5. LAW ENFORCEMENT

The Naval Service works with customs, immigration and An Garda Síochána to combat:

- Drug smuggling and human trafficking.
- Illegal, unreported and unregulated fishing.

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MARITIME SECURITY IN ACTION

Rover Coxswain

1. Fisheries Patrol

The Naval Service regularly inspects fishing boats in the Irish EEZ.
Identify what this process looks like, what is checked and why do they do this.

2. Drug Interception

Irish Naval Vessels have intercepted significant quantities of drugs trafficked through Irish waters. In 2013, a cocaine shipment worth millions was seized.
Discover more about this interception and how the Naval Service identified and detected the drug vessel highlighting the importance of vigilance.

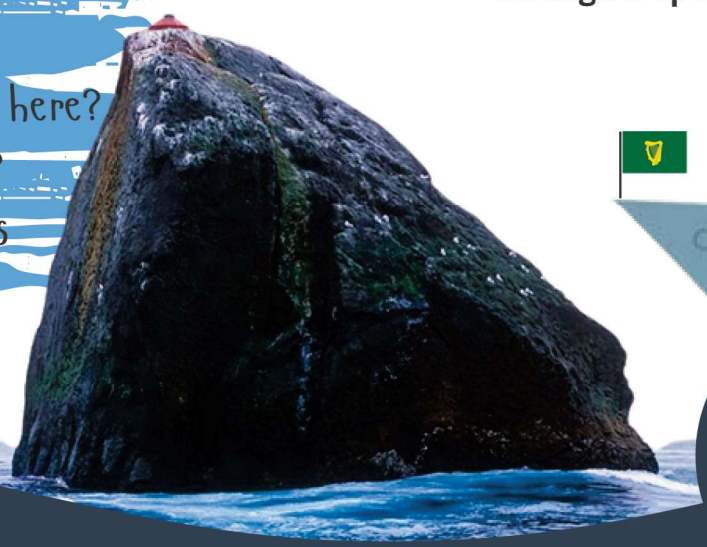
3. Protection of Subsea Cables

Irish authorities work with international companies to monitor the integrity of internet cables and deter potential threats, given their importance to the global economy. What specific threats and how or what can unscrupulous mariners can do to interfere with undersea cables.

4. Map Ireland's EEZ

Use maps to identify key zones, such as fisheries, shipping lanes and energy sites.
What fishing quotas are in-place here?
What threats does the EEZ face?
What & where are Ireland assets to protect and monitor the EEZ.

Explore these core aspects of Irelands Maritime Security and choose one to examine in detail through a specific case study.



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IRELANDS MARINE FLEET

90m Offshore Patrol Vessel

23knots
6,000nm

LÉ Samuel Beckett

Large Patrol Vessel

78.8m
23knots
6,000nm

LÉ Róisín

LÉ Niamh

Marine Institute Research Vessels

RV Celtic Explorer 65.5m
10knots
8,000nm

RV Tom Crean 52.8m
13knots
8,000nm

LÉ James Joyce

LÉ William Butler Yeats

LÉ George Bernard Shaw

Commissioners of Irish Lights Multi-Purpose Support Vessel

79.7m
15knots
6,000nm

ILV Granuaile

Inshore Patrol Vessel

55m
25knots
3,000nm

LÉ Aoibhinn

LÉ Gobnait

Revenue Customs Cutter

22.7m
25knots
800nm

RCC Suirbhéir

RCC Faire

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IRELANDS MARINE FLEET

Workboat Bradogue

Tug Beaufort 24m 12knots Tug Shackleton

Geological Survey of Ireland

RV Keary 15.5m 22knots

Port Assets

Pilot Gleann Mor

12.8m
26knots

DPC Pilot Camac

An Garda Síochána Water Unit

Inshore Patrol Boat 7.6m 25knots

RV Geo 7.4m 35knots

RV Tonn 7.9m 30knots

DPC Pilot Dodder 17.6m 28knots

Colm na Cora 9.4m 32knots

RV Cosantóir Bradán 17m 15knots

DPC Pilot Tolka

Various R.I.B.s

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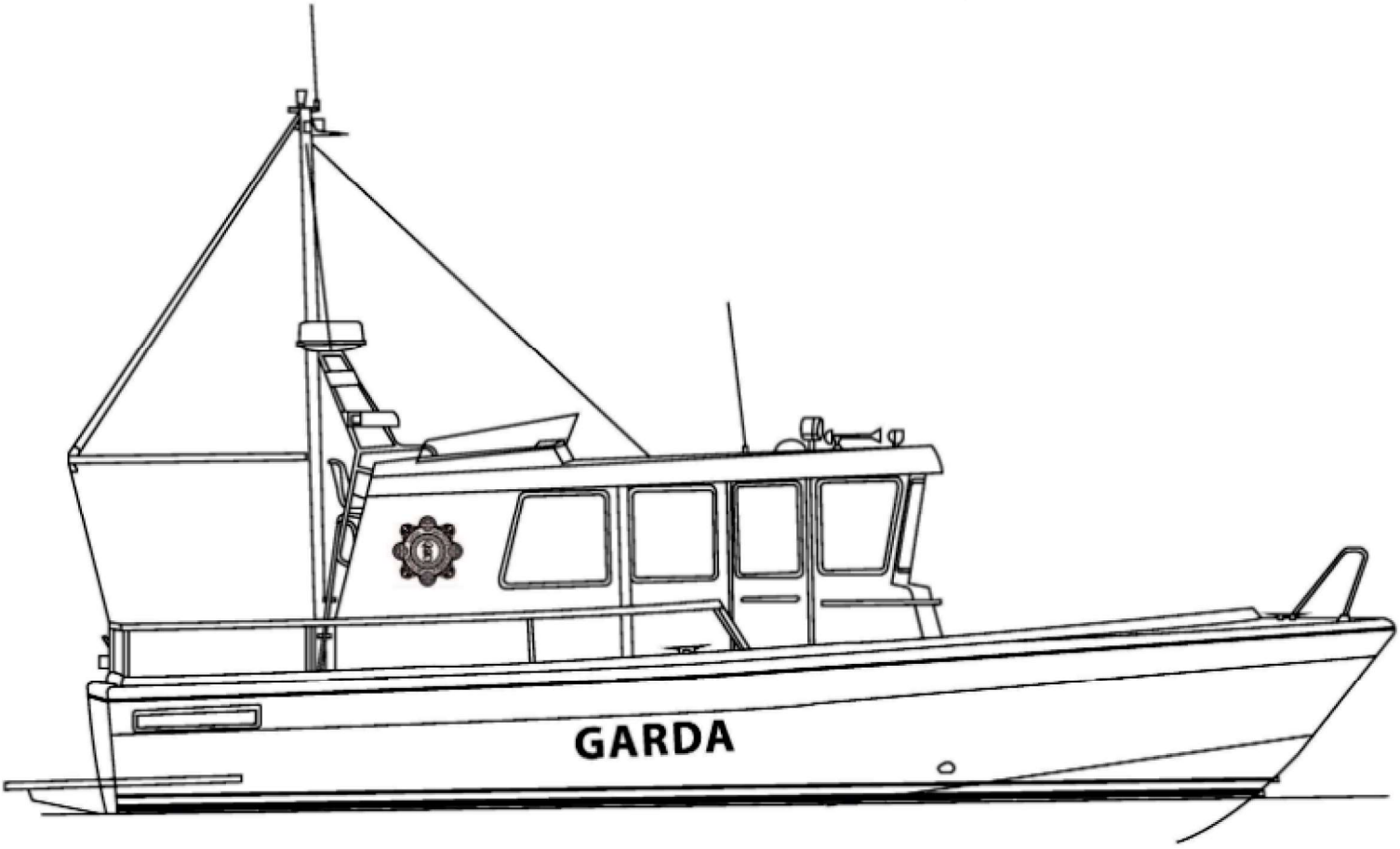
GARDA WATER UNIT



"Be Careful At The Seaside, Don't Go Swimming On Your Own"

G'wan, unplug and get stuck in...

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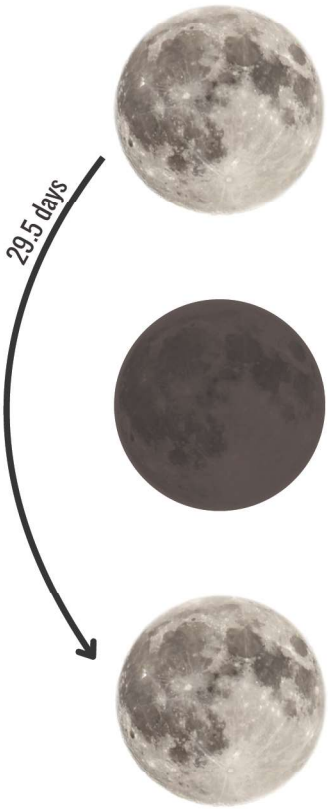
WAXING AND WANING

Have you ever looked up at the moon and noticed it looks different each night? Sometimes just a sliver and sometimes a full bright round face.

This is due to the moon orbiting around the Earth.
The moon doesn't produce its own light and is entirely illuminated by the only light source in the Solar System, the Sun. We see the moon illuminated differently as it orbits the Earth and its relative position between this light source changes.
This orbit is called the **Lunar Cycle** and takes about 29.5 days to go from Full Moon to Full Moon, there is no coincidence this is the same timeline as a calendar month!...



FULL MOON

When the moon is on the opposite side of the Earth from the Sun, it is fully illuminated and we can see it bright.

NEW MOON

We typically can't see a New Moon as it is directly between the Sun and Earth; so the far side of the moon is illuminated.

FULL MOON

A full Lunar Cycle

Significance of the Lunar Cycle

Drives Earths Tidal Patterns

- HW & LW impact feeding cycles of shoreside marine life.
- Coral spawning events are synchronised with the tide.

Influences Animal Behaviour

- Sea turtles nest during specific moon phases.
- Fish spawning is triggered by full and new moons.

Cultural & Historical

- Earliest phenomena used for timekeeping and calendars.
- Festivals like Easter and Ramadan align with the moon.
- Mythology and Folklore like werewolves!

Fun Fact

The moon is Tidally Locked, which means it doesn't rotate and the same face of the moon is always facing Earth.

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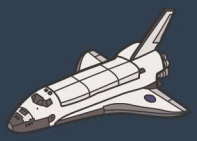
PHASES OF THE MOON

LUNAR CYCLE



NASA Moon Observatory

Wax On Wane Off

Waxing means growing, just like "waxing" and adding light. Waning means shrinking or fading away.

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FULL MOONS

With a 29.5-day Lunar Cycle, we get a full moon each month. Over the centuries, cultures have adopted the moon into their way of life, often nicknaming each Full Moon...

1. January - Wolf Moon
Named after the howling of hungry wolves due to the lack and scarcity of food midwinter.

2. February - Snow Moon
Earned for this typically cold and snowy month.

3. March - Worm Moon
The ground starts to thaw with worms starting to appear.

4. April - Pink Moon
Reflective of early-blooming wildflowers.

5. May - Flower Moon
Named for the abundant flowering with longer sunlight.

6. June - Strawberry Moon
Time to start harvesting ripe and prime strawberries.

7. July - Buck Moon
Male deer begin regrow their antlers.

8. August - Sturgeon Moon
North American fishing tribes noted an abundance of this specific species during August.

9. September - Harvest Moon
Allowing farmers to harvest their Summer crop long into the evenings.

10. October - Hunter's Moon
Favoured time for hunting with fay animals after the Summer.

11. November - Beaver Moon
Typically heavy activity from Beavers building their dams ahead of Winter.

12. December - Cold Moon
No guesses why, December is a cold month.

13. Blue Moon
Since our calendar doesn't perfectly line up with the 29.5 day lunar cycle; every couple of years these leftover days allows for two full moons in a month.

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CONNECTING WITH MARITIME IRELAND

MASTER MARINER COMPETITION

The Master Mariner Competition is Scouting Irelands Senior Seamanship Event aimed at Ventures and Rovers.
The event is a nautical knowledge competition with an exciting syllabus covering everything from buoyage to clouds and engines to splicing.

Sponsored and supported by the Irish Institute of Master Mariners, connecting with maritime Ireland is a major part of the format.
External professionals and seafarers make up the examaning panel giving competitors real opportunity to engage and learn.

Each event is unique with different specialist topics and experts.
Previous events included Dublin Port pilot boat drills, National Maritime College simulators, Naval Base command operations, expedition and passage afloat.

The competition winners typically get a bespoke experience such as a Tallship bursary or private passage on the Commissioners for Irish Lights flagship vessel.

more here!

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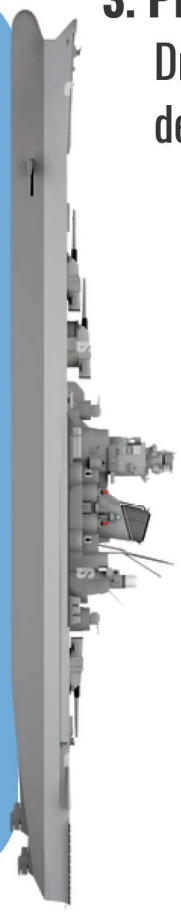
CONNECTING WITH MARITIME IRELAND INTERVIEW & ENGAGE

1. Choosing an Interviewee

- Professional Mariner
- Watersports Athlete
- Boat Builder or Designer
- Marine Scientist or Advocate
- Boating Instructor
- Coastguard or RNLI Member
- Fisheries Worker
- Someone that works at a Watersports Club
- Someone that works on or with boats
- Watersports Coach
- Naval Service Member
- Marine Engineer



2. Research their Profession

- Learn about the interviewee's field to understand basic terminology and relevant topics.
- Review current events or advancements in their area of expertise.

3. Prepare Questions

Draft open-ended questions to encourage detailed responses.

- "What inspired you to pursue a career in the marine industry?"
- "Can you describe a typical day in your role?"
- "What skills or qualifications are essential in your field?"
- "What challenges do you face, and how do you overcome them?"
- "What advice would you give to someone interested in your profession?"

4. During Interview

- Start with Introductions
- Try Active Listening
- Take Notes
- Ask for Personal Insight 'memorable experience' or 'favourite project'
- Conclude Graciously

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