MDK 104 - RIGGING & SHIP MAINTENANCE LAB

Course Description

The purpose of this course is to provide the cadet an opportunity to acquire practical experience in general seamanship: including marlinespike seamanship, line handling; splicing line, splicing wire rope; rigging, block and tackle nomenclature and use; vessel maintenance, the practical application of the procedures and equipment needed in vessel upkeep. STCW

Credit Hours

1

Contact Hours

1

Lab Hours

2

Required Prerequisites

All prerequisites for all GLMA courses are satisfied by following the approved Course Sequence Guide and any deviation from this guide needs to be approved by the cadet's adviser.

Course Learning Outcomes

Knowledge:

- Demonstrate correct surface preparation and painting procedures.
- Demonstrate how to tie the use of various knots, bends, hitches whippings used onboard merchant vessels.
- Demonstrate the proper procedures for splicing both wire and line.

Application:

- Explain the importance of correct surface preparation prior to painting.
- Demonstrate how to properly paint the metal surface of a merchant vessel.

Integration:

 Describe the importance of marlinspike seamanship with respect to the daily duties and routines required of professional mariners.

Human Dimension:

 Recognize that officers need to be proficient in routine maintenance of ship operations in addition to their normal duties.

Caring - Civic Learning:

 Explain the importance of attention to detail that routine maintenance tasks (such as knot tying and painting) represent as being critical to ship navigation and cargo operations.

Learning How to Learn:

- Demonstrate the STCW Code Knowledge, Understanding and Proficiencies (KUPs) for Able Seafarer-Deck: 2.1.A, 2.1.B, 2.2.A, 2.2.B, 2.2.C, 2.2.D, 2.5.A, 4.4.A, 4.4.B, 4.4C, 4.4.D, 4.7.A, 4.8.A, 4.8.B, 4.8.C, 4.9.A, 4.10.A, 4.12.A, 5.2.A, 5.9.A, 8.3.A, 8.3.B, 8.4.A, 8.4.B.
- Demonstrate the STCW Code KUPs for Officer in Charge of a Navigation Watch: 5.1.A, 5.3.A, 15.1.A, 18.2.A, 19.1.A.