
Questionnaire

Answers Assistant:

A1

/

A2

The areas where we met other ships were critical, because I think it is crucial that the whole team is having the same situational awareness.

In addition to that, I will say that the areas where the “lego”/ route is shorter it is really important that we communicate efficient and that only the stuff that are necessary comes out.

Also the areas where it is quite narrow

- cross by **other ships**, same situational awareness is crucial in the team
- **short route** parts needs efficient communication - only whats necessary
- **narrow areas**

A3

- 1) Important course **not much space**
- 2) Be aware of possible **dangers** in order to go clear of north **coming vessel**
- 3) **Course to starboard**, important to stay clear of **land**
- 4) **Tight area, many vessels**, had to update clock + log at GISO2 sb.



A4

- At the start to go through the plan so that we have the same understanding of the route
- Before the first turn because it is the first critical point of the day
- Before Grimstadfjorden because we met traffic
- South, because the turn indicators were not very clear
- NW of Bjorøy, because it is tight
- Vonflua because we met traffic

A5

We had to be on the same page, when **identifying objects** and **shallow waters** that could pose a threat.

We also had to be certain that we were **talking about the same objects, especially turn indicates** that differed from what was planned

A6

As an Assistant I need to know that the navigator has identified the **turn indicators** or if I have to present a secondary indicator.

In situations where the navigator decides to **divert** form the planned track I need to know that the navigator is **were of the closest dangers**.

A7

Because of the traffic and the navigation hazards in **close proximity**

A8

- Areas with a lot of objects
- meeting other vessels
- tenistical pointing
- enter difficult areas

Answers Navigator

N1

It was particularly important in Kobtzlein due to the **narrow waters** and the **small boat**. Needed info on how much water I had to **starboard side**

N2

Room to maneuver within and specific location to where the bow should be pointing

N3

Before each turn (2m and 30 sec before each turn)

Also where there are danger areas/ objects to steer clear of

N4

- Needed to know if it was dangerous to be sb of the tracking line
- Needed to know my sb limitations to do a maneuver away from the vessel

N5

- After Hilleren I wanted to know how far starboard I could go to state my intentions clearly to the cargo vessel
- When we started northwest go Bjorøy where the small vessel entered from starboard I needed to know how far I could go to starboard
- After this I needed information to get back into the route

N6

- Some places we had other turn **indicates** that I normally would have used, that **requires more**.
- Most importantly where **other vessels occurred** on the screen

N7

To clear the other vessel

N8

Areas where I meet other boats, got information about speed/ distance where we meet. Assistant also told me about dangers in the (shallow areas ect.) so I knew if i could go port/starboard to give more space to the other boat.