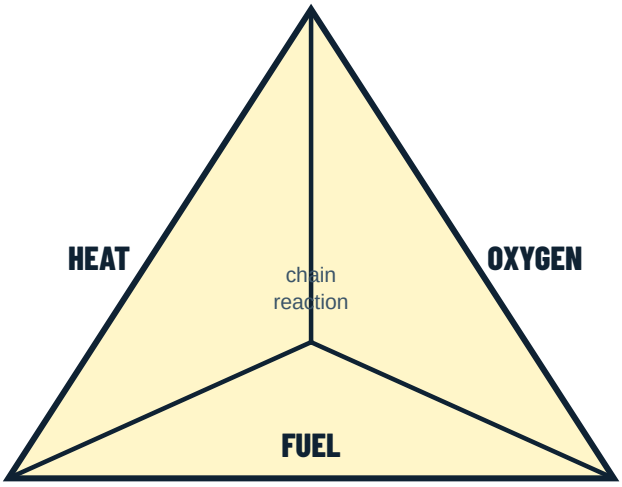
ZULU MARINER DATA CARD

14 FIRE ON BOARD

Raise the alarm, fight it only if it is safe, and always have a way out.

TAKE AWAY ONE SIDE, THE FIRE GOES OUT



- **Fuel**: shut off fuel and gas, move combustibles.
- **Oxygen**: close doors, hatches and vents; smother.
- **Heat**: cool with water, cool the boundaries.
- **Chain reaction**: powder and some agents break it.

CLASSES OF FIRE (AUSTRALIA)

A	wood, paper, cloth, plastics
B	flammable liquids: petrol, diesel, oil
C	flammable gases: LPG
D	metals
E	electrical equipment
F	cooking oils and fats

EXTINGUISHERS BY THEIR BAND COLOUR



Water	Foam	Dry chemical powder	CO_2	Wet chemical
A	**A B**	**A B C E**	**B E**	**F (A)**

Never water on fuel, oil or live electrics. CO_2 in a small cabin can suffocate you.

> *PASS: Pull the pin, Aim at the base, Squeeze, Sweep.*

ACTIONS

1. Raise the alarm. Everyone in lifejackets.
2. Stop the engine and fans; shut fuel; isolate the power.
3. Put the fire downwind: turn the boat.
4. Fight it from low down, with your back to the way out.
5. Engine space: do not open it. Use the fixed system or port.
6. MAYDAY or PAN-PAN early, with position and persons on board.
7. Cool the boundaries. Ready the liferaft.
8. Count heads.

WHICH EXTINGUISHER ON WHICH FIRE

	A SOLIDS	B LIQUIDS	C GASES	E ELECTRICAL	F COOKING OIL
Water	✓	✗	✗	✗	✗
Foam	✓	✓	✗	✗	✗
Dry chemical powder	✓	✓	✓	✓	✗
CO_2	✗	✓	✗	✓	✗
Wet chemical	some	✗	✗	✗	✓

Read the label: it lists the classes each extinguisher is rated for. Gas fire (C): shut off the gas first.

Study aid only. Not for navigation.
Check the current official rules. Card 14 · v1.7 · © Nautical Bridge