

Anchor Watch Duty Roster

Shift	Night One	Night Two	Night Three	Night Four	Night Five
22:00-00:00 (10PM-12AM)					
00:00-02:00 (12AM-2AM)					
02:00-04:00 (2AM-4AM)					
04:00-06:00 (4AM-6AM)					

Anchor Watch Checklist, Tips, and Tricks

Watchkeeping or watchstanding is the **assignment of sailors to specific roles on a ship to operate it continuously**. These assignments, also known at sea as watches, are constantly active as they are considered essential to the safe operation of the vessel and also allow the ship to respond to emergencies and other situations quickly.

Anchor Watch is required by USCG. It is essential for the health and safety of the Captain, Crew, and Vessel.

USE YOUR COMMON SENSE(s)!

Touch: sudden impacts or shifts in movement, changes in wind intensity and direction
 Smell: burning smells such as plastic/oil, propane gas
 Sound: grating, grinding, crunching, banging, motor sounds running for more than a few minutes
 Taste: **Don't lick the boat**
 Sight: Utilize landmarks and lights to dead reckon vessel location and potential anchor drag, be aware of lights on other vessels both moving and anchored

Frequently:

- * Check vessel position relative to shore and points of reference
- * Pause and take a moment to utilize senses to detect any changes in Vessel or weather behavior
- * Perform a headcount of crew ensure no crew has left vessel
- * Verify that Vessel anchor light is illuminated

- * Minimize ANY non-red/blue/green light. This includes electrical device screens. Black and White Mode with brightness fully down.
- * Do not use anchored vessels for points of reference - they can and will rotate or potentially drag.
- * Any audio devices need to be limited to one ear and volume be inaudible at arms length
- * Keep sounds made to a minimum out of respect for Captain/Crew
- * NEVER get off or on the vessel without Captain permission
- * Do not go after overboard items, inform Captain, follow direction
- * Leave 10-15 minutes for rousing next watch. Do not leave your watch until next shift is present and alert.
- * Discuss with your Captain the specific criteria they are concerned and alert for during your first night on the water.

Dead Reckoning - using several landmarks, lights, or perm/semi-perm. objects to discern approximate location.

Clocking - describes motion of vessel while at anchor - similar to hands moving on a

Initial w/ Completed	Night One				Night Two				Night Three				Night Four				Night Five			
	1st	2nd	3rd	4th	1st	2nd	3rd	4th	1st	2nd	3rd	4th	1st	2nd	3rd	4th	1st	2nd	3rd	4th
Head count																				
Anchor Light																				
Hatches Free & Clear																				
Sights																				
Sounds																				
Smells																				
Touch																				