

MARSS00017 Coxswains Grade 1 Skill Set

Release 3

MARSS00017 Coxswains Grade 1 Skill Set

Modification History

Release 3: Updated pathways information and details in Statement of Attainment.

Release 2: Updated unit codes.

Release 1: New Skill Set. This Skill Set replaces but is not equivalent to MARSS00001

Coxswains Grade 1 and Grade 2 Skill Set.

Description

This Skill Set is for individuals who work as a Coxswain Grade 2 in the maritime industry and want to progress to a Coxswain Grade 1.

Pathways Information

This Skill Set contributes towards MAR20318 Certificate II in Maritime Operations (Coxswain Grade 1 Near Coastal).

Licensing/Regulatory Information

Candidates should ensure they have also read the part of the Training Package Companion Volume Implementation Guide that outlines licensing and regulatory requirements.

Skill Set Requirements

A total of 4 units of competency must be attained.

	Dortorm	h0010	COMMOING	and	mountananaa	\sim t	mom	nronlikkon	unnt	and	
MARB027	FEHOILI	11451.	SCI VICILIA	4111	maintenance	()	111/41111	10101011181011		41111	i i

auxiliary systems

MARC038 Operate main propulsion unit and auxiliary systems

MARF030 Survive at sea using survival craft

MARH013 Plan and navigate a passage for a vessel up to 12 metres

Target Group

People who are certified by the Australian Maritime Safety Authority (AMSA) as a Coxswain Grade 2 or hold a MAR10418 Certificate I in Maritime Operations (Coxswain Grade 2 Near

Approved Page 2 of 3

Coastal) qualification or equivalent and want to progress to a Coxswain Grade 1.

Suggested words for Statement of Attainment

This MARSS00017 Coxswains Grade 1 Skill Set forms part of the requirements for the MAR20318 Certificate II in Maritime Operations (Coxswain Grade 1 Near Coastal), which forms part of the industry requirements for certification by the Australian Maritime Safety Authority (AMSA) as a Coxswain Grade 1.

Individuals seeking certification should check with AMSA.

Custom Content Section

Not applicable.

Approved Page 3 of 3