

Damage Control and Repair Party Bill

S-1. Damage Control.

a. Damage Control Center (B-301C) is the battle station of the Damage Control Officer, Assistant Damage Control Officer, Stability Officer, Bomb Disposal Officer, Gunner, Electrical Advisor, Oil King, and several telephone talkers. As such it is the coordinating point for the activities of all Damage Control Repair Parties. Information is received in Damage Control, via the General Announcing Systems, Teletalk, Sound Powered Telephones and Ship's Service Telephones, regarding the approach of unidentified aircraft and vessels, submarine contacts or other impending danger, as well as reports of actual damage, fires and casualties. Such information is received from various sources which include the Bridge, Conn, Sky Control, Radar Plot, Lookouts, Damage Control Spotters and Repair Parties. Records of this information are made in writing as well as by appropriate symbols on the diagrams of the casualty chart board located in Damage Control Center.

b. Upon receipt of this information (and following consultation with the Commanding Officer, whenever such consultation is desirable and/or mandatory) directions for corrective measures are relayed to Repair Parties who dispatch men and equipment as required. Reports of the progress in restoring casualties are received in Damage Control Center from Repair Parties concerned and are relayed to the Commanding Officer when as and if the transmission of such information is advisable. Information regarding the location and description of wounded is received and recorded in Damage Control Center. The routing of stretcher and first aid parties, together with orders to Repair Parties in the opening of necessary fittings to permit their transit, shall emanate from Damage Control Center.

c. The Bomb Disposal Officer shall leave Damage Control Center in order to direct members of Repair Parties previously designated in the disposal of unexploded enemy bombs which are in the ship.

d. Through the Oil King, directions for operations involving oil transfer and pumping are relayed to the engineering spaces.

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- e. The Gunner, by means of electrical remote controls located in Damage Control Center can control magazine sprinkling forward of Frame 93.
 - f. By means of electrical remote controls located in Damage Control Center, number 1 and number 2 Main Drain Pumps may be started or stopped.
 - g. Two Damage Control Spotters are stationed aloft, one on the Searchlight Platform (010 level) and the other at Secondary Conning Station (Battle Two, 08 level), equipped with sound powered telephones. Their duties are to report to Damage Control Center such pertinent information as the approach of danger, the location and nature of topside casualties and the progress in the restoration of topside casualties.

S-2. Damage Control Repair Parties are stationed in the areas specified and have lockers located as indicated below:

- a. Parties above Armored Deck.
 - 1. Repair Able - Forward Deck Repair, Main Deck. Locker is in B-102L. Cognizance - Main Deck forward of Frame 100. All spaces forward of Frame 5.
 - 2. Repair Baker - After Deck Repair. Locker is on First Superstructure deck, B-0111-AL. Cognizance - Main Deck abaft frame 100. First Superstructure level and above, abaft the forward edge of #1 stack from frame 90 to stern.
 - 3. Repair Charlie - Forward Second Deck Repair Station. Locker is located in A-206L. Cognizance - Half Deck and below from Frame 5 to Frame 41. Second Deck to Frame 83.
 - 4. Repair Dog - After Second Deck Repair Station. Locker is located in C-205-1L. Cognizance - Second deck from Frame 83 to stern. All spaces below the Second Deck abaft frame 129.
 - 5. Repair Easy - Forward Superstructure Repair Station. Locker is located in B-0601V. Cognizance - All spaces above the Second Superstructure Deck in the Forward Superstructure.
- b. Parties above and below the Armored Deck.

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1. Repair 1 - Auxiliary Repair.
Party assembled at Repair Locker located in passage outside the Captain's Cabin. Area - First Superstructure and Second Superstructure levels forward of a tangent to the forward edge of the stack. Consists of a specially trained reserve fire fighting group. Fights fires above or below armor.
- c. Parties below the Armored Deck.
1. Repair 2 - Forward Repair Party.
Locker located in Third Deck passageway outside Damage Control Center.
Cognizance: All spaces below the Second Deck except Machinery Spaces from frame 41 to frame 83.
 2. Repair 3 - After Repair Party. Locker located in C-301L port.
Cognizance: All spaces, below the Second Deck, except Machinery Spaces from frame 83 to frame 129.
 3. Repair 4 - Counterflooding Repair.
Locker on Third Deck passage outside Damage Control Center.
Cognizance - All hydraulic counterflooding stations.
 4. Repair 5 - Engineering Repair. Locker in B-360M.
Cognizance - All engineering repairs and repairs in engineering spaces.
- d. General.
1. Repair Able shall handle paravanes and anchor, assisted by forward turret divisions, if practicable.
 2. Repair Baker shall handle gasoline system and planes assisted by machine gun personnel, if practicable.