

# Hillbilly Agenda Crew Boat





# **Prior to Starting:**

• Check oil for proper level.



• Turn battery switch to "All".



- Make sure prop area is clear.
- Raise the deck ladder.



• Absolutely no consumption of alcohol by the boat captain.

# Staring the engine:

• Turn on the blower.



Prop trim should be all the way in.





- Prime the engine a couple of times by pressing the throttle release and pushing forward.
- After starting the engine, pull back on the throttle and return to neutral.

# **Boat speeds and guidelines:**

- 800 RPM or less while in the marina (leave blower on).
- 800 2500 RPM for cruising (turn blower off above 1500 RPM).
- 3100 RPM for best speed and fuel consumption while travelling.
- Do not exceed 4000 RPM or attempt to plane the boat.
- Never adjust the trim unless the prop needs to be raised due to a shallow water incident.
- Periodically scan the gauges for normal operating range of the oil pressure and engine temperature.





# **Fuel:**

• Use the provided key to open the fuel cap at the aft of the boat.



• In a fuel starvation situation, use the emergency container located under the helm.





- Use fuel of 91 octane or better.
- Always refill the fuel when returning to the marina.

# **Bilge Pump:**

- If there is water in the bilge from rain or runoff, turn on the bilge pump.
- You will be able to see it empty off on the starboard side of the stern.
- Turn off the pump when there is no visible water being extracted.



# **Horn and Searchlight:**

- Horn is sounded by pressing the button on the console.
- The searchlight is illuminated by flipping the switch on the console and can be rotated by turning the knob on the right side.



# **Navigation lights:**

- If boating before sunrise or after sunset, attach the stern navigation light.
- Illuminate using the "Running Lights" switch on the captain console.
- Check for proper operation of the port (red), starboard (green), and stern (white) lights.









# **Anchoring:**

- Anchor in 15 feet of water or less (use the depth finder).
- Use the forward anchor as your primary anchor.



- With the assistance of another mate, return all forward anchor chain and line to the anchor well (located behind the mirror in the cabin).
- To prevent swinging, you can also drop the aft anchor.



# Safety:

- Life vests are located in the cabin.
- There are also 2 throw floatation cushions in the cabin (required for vessels over 15 feet).
- A fire extinguisher is mounted on the bulkhead below the stereo unit on the port side of the cabin.
- An additional fire extinguisher is in the compartment with the emergency fuel
- The boat is rated for a maximum of 10 persons and 2880 pounds.



### **Portable Toilet:**

- There is a urine only toilet located under the center cushion in the cabin.
- After use, press the button on the left to release sanitation fluid.
- Pull the handle in the front at deck level to empty into the reservoir.
- Only use the toilet if absolutely necessary.
- If you use the toilet, you must remove it from the boat and empty in the marina bathroom and rinse.



### First Aid:

• The first aid kit is located in the cabin on the port side ledge.



# **Cup Holders:**

- There are six cup holders that are mounted to both sides.
- Fold the holder up when not in use.
- An additional container is located behind the port chair that can be used for larger drinks.



# **Cabin Light and Fan:**

- Turn on the cabin light by pressing the button on the bottom of it.
- The fan can be turned on by pressing the switch on the captain console.



# **Supplies and Devices:**

- Cleaning supplies and tools are located under the port side chair.
- A portable 12V searchlight is on the starboard side by the console.
- The 12V air pump is in the cabin on the port side ledge.
- Use the auxiliary power on the console for 12V devices.



# Fishing:

- An active fishing license for the state of Tennessee is required.
- There is a holding well that is located on the starboard side of the stern.



# **Food and Beverages:**

- You can use the provided water cooler that is in the cabin.
- Ice is available at the marina.
- There is also a large container with a lid that food can be stored in.
- Stay hydrated and salty!



### **Entertainment:**

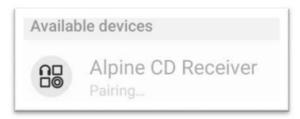
• Connect your phone or music device with the provided 3.5mm cable or use your own USB cable.



- You can also connect via Bluetooth as described below:
  - o Turn the selector to "BT AUDIO"



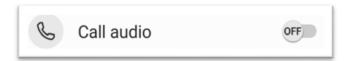
 Set your device to scan for Bluetooth devices and select "Alpine CD Receiver".



 The unit will display "PAIR NO". Turn the selector to "PAIR YES" and press it in to accept.



o If using a phone, turn off "Call audio" on the phone.



- Adjust the sound quality using the following steps:
  - o Press the Audio button.



o Select and press "FACTORY EQ".



o Select and press the desired music setting.



# **Photos:**

• Take some fun boat photos! Email to: warrenascott@gmail.com



# Mooring the boat and restoring for readiness:

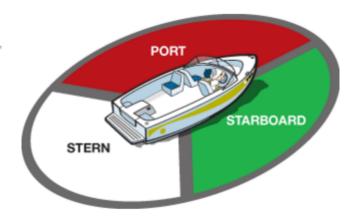
- Ensure that the starboard side bumpers are down prior to arrival.
- Tie down the boat using the bow and stern lines to the dock supports pictured below:

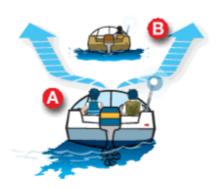


- Turn the battery switch to "Off".
- Return the key to the designated location.
- Clean the boat and remove personal items.
- Close the windshield, secure the cabin door, and replace the door cover.
- Place your trash bags in the back of one of the marina golf carts and they will dispose of it. There are no trash receptacles on the pier.

# **Boating Navigation: Rules for Avoiding Collisions**

Avoiding collisions involves precautionary measures (proper lookout, use of radar if present, etc.), but more importantly, collision avoidance is made possible when boat operators know how to deal with situations appropriately. Boats in constant motion will meet quickly, therefore it's necessary to take early and substantial action to avoid collisions.





### Stern

### A is the give-way vessel.

If any vessel approaches this sector, maintain, with caution, your course and speed.

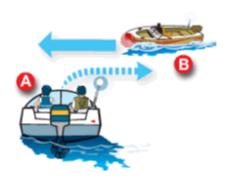


### Starboard

### A is the stand-on vessel.

If any vessel approaches within this sector, keep out of its way.\*

\* This rule may not always apply if one or both vessels are sailboats.



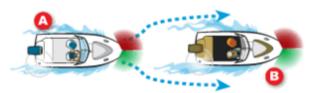
### Port

### A is the give-way vessel.

If a power-driven vessel approaches within this sector, maintain, with caution, your course and speed.

# **Boating Navigation: Overtaking a Power-Driven Vessel**

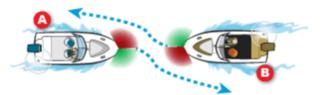
Vessel A is overtaking and is the give-way vessel. Vessel B is the stand-on vessel. As the give-way vessel, A must take EARLY and SUBSTANTIAL action to keep clear of the stand-on vessel B. If both vessels are power-driven, sound signals are required. Vessel A must blow one short blast and alter course to **starboard**, or blow two short blasts and alter course to **port**, and Vessel B must return the same sound signal(s) to indicate understanding.



# Boating Navigation: Approaching a Power-Driven Vessel Head On

### Port-to-Port

Neither power-driven vessel A nor power-driven vessel B gives way or stands on in a head-on encounter. Therefore, some communication is needed between vessels A and B. The most common response in a head-on meeting between power-driven vessels is to signal an intention to pass port-to-port. This action is initiated by one of the vessels sounding one short blast.



In short, vessel A must blow one short blast, indicating its intention to pass port-to-port, and then alters its course to **starboard**. Vessel B must return one short blast—to indicate agreement and understanding—and alter its course to starboard, thereby, leaving room on each vessel's **port** side for passing.

### Starboard-to-Starboard

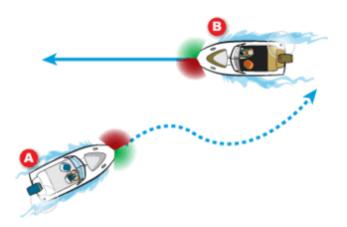
If it is not possible to pass port-to-port due to an obstruction or shoreline, a starboard-to-starboard pass should be signaled with two short blasts.

In short, vessel A must blow two short blasts, indicating its intention to pass starboard-to-starboard, and alter its course to port. Vessel B must return two short blasts to indicate agreement and understanding and alter its course to port, thereby, leaving room on each vessel's starboard side for passing.

# Boating Navigation: Approaching a Power-Driven Vessel From the Side

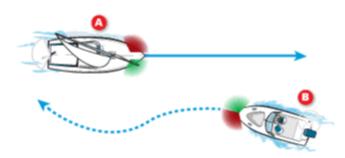
### Crossing (Port Approach)

Power-driven vessel A approaches the **port** side of power-driven vessel B. Vessel A is considered the give-way vessel. As the give-way vessel, A must take EARLY and SUBSTANTIAL action to keep clear and avoid crossing the stand-on vessel B. Vessel A must blow one short blast and alter course to **starboard**. Vessel B must blow one short blast to indicate understanding, and maintain course.



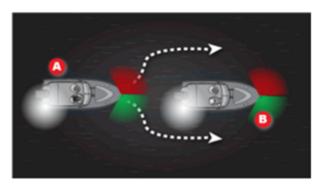
# **Boating Navigation: Approaching a Sailing Vessel**

When a power-driven vessel B encounters a sailing vessel A, the sailing vessel is ALWAYS the stand-on vessel (unless a sailing vessel is overtaking). In the case above, power-driven vessel B must take EARLY and SUBSTANTIAL action to keep clear of sailing vessel A.



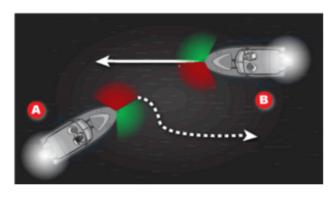
NOTE: Sailing vessels stand on when being overtaken and give way when overtaking.

# **Boating Navigation: Operating in Darkness**



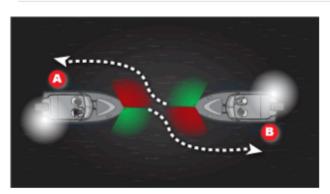
**Powerboat A:** When only a white light is visible, you may be overtaking another vessel. Give way to either side.

**Powerboat B:** You are being overtaken. Stand on.



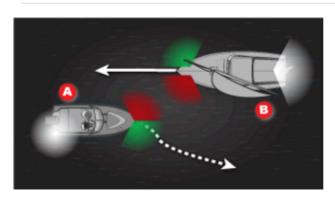
**Powerboat A:** When only white and red lights are visible, you are approaching the **port** side of a powerboat. Give way to your **starboard** side.

**Powerboat B:** When only white and green lights are visible, you are approaching the starboard side of a powerboat. Stand on.



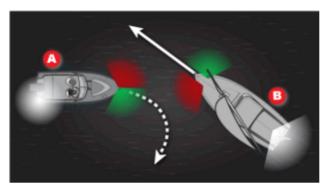
**Powerboat A:** When white, red and green lights are visible, you are approaching a powerboat head-on. Give way to your starboard side.

**Powerboat B:** When white, red and green lights are visible, you are approaching a powerboat head-on. Give way to your starboard side.



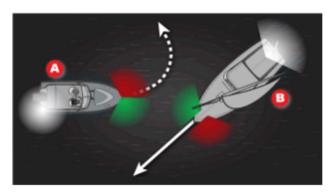
**Powerboat A:** When only red and green lights are visible, you are approaching a sailboat head-on. Give way to your starboard side.

**Sailboat B:** When white, red and green lights are visible, you are approaching a powerboat head-on. Stand on.



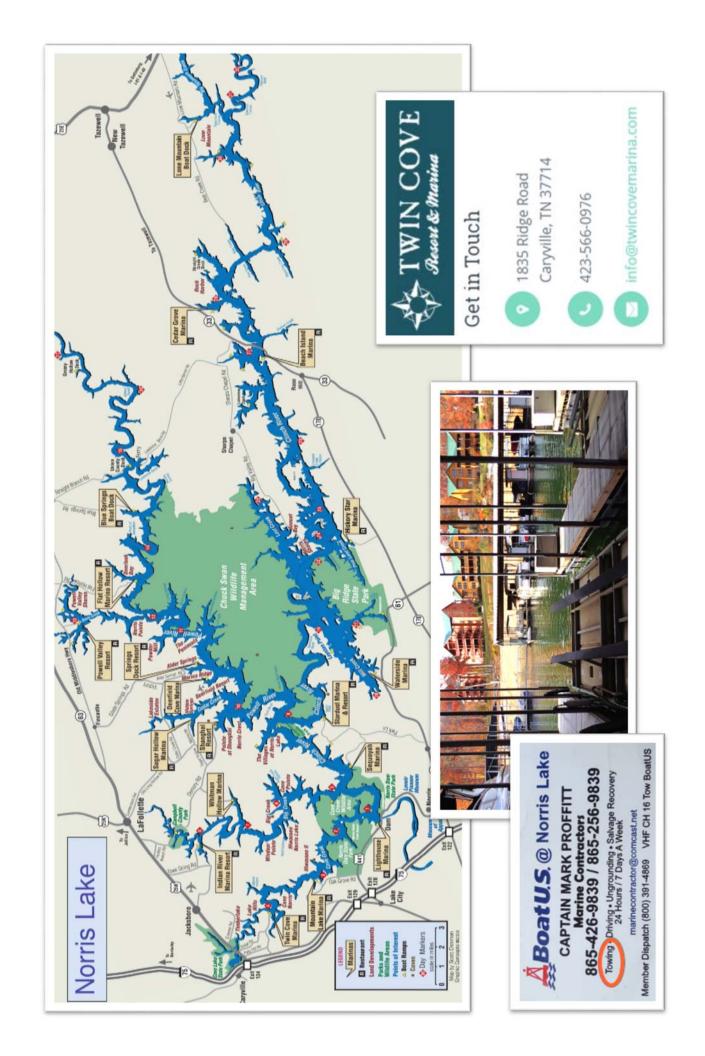
**Powerboat A:** When only a red light is visible, you are approaching the port side of a sailboat. Give way to your starboard side.

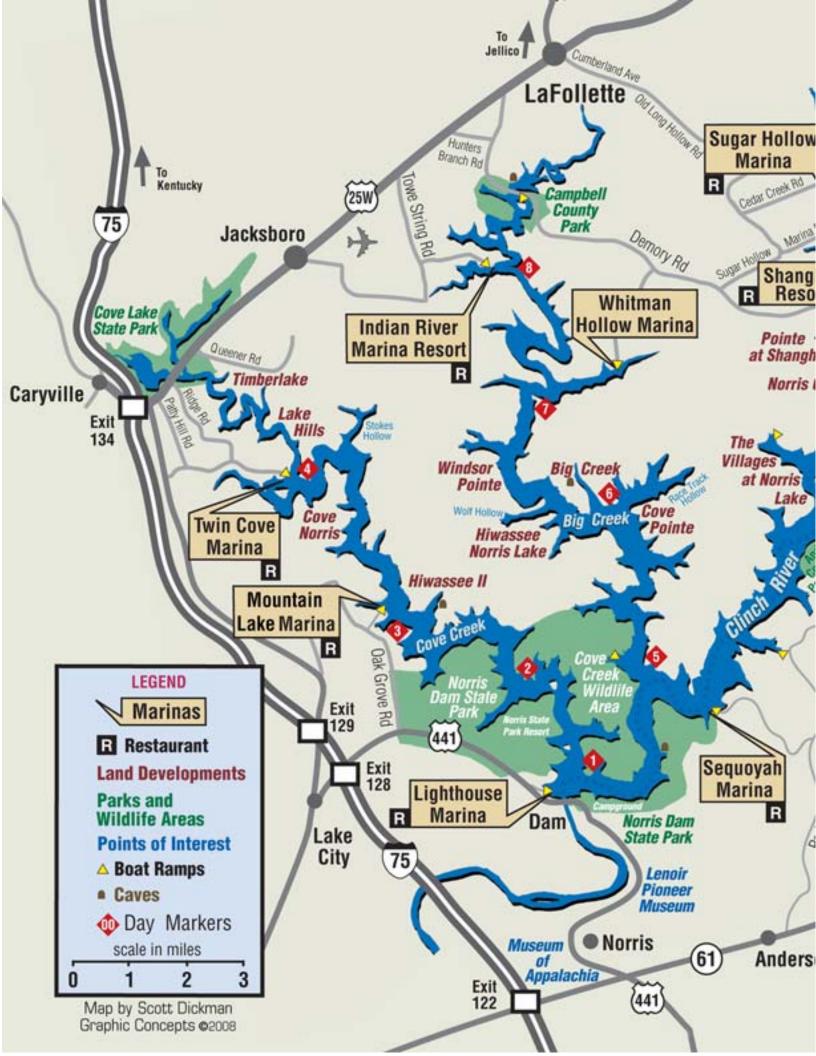
**Sailboat B:** When white and green lights are visible, you are approaching the starboard side of a powerboat. Stand on.



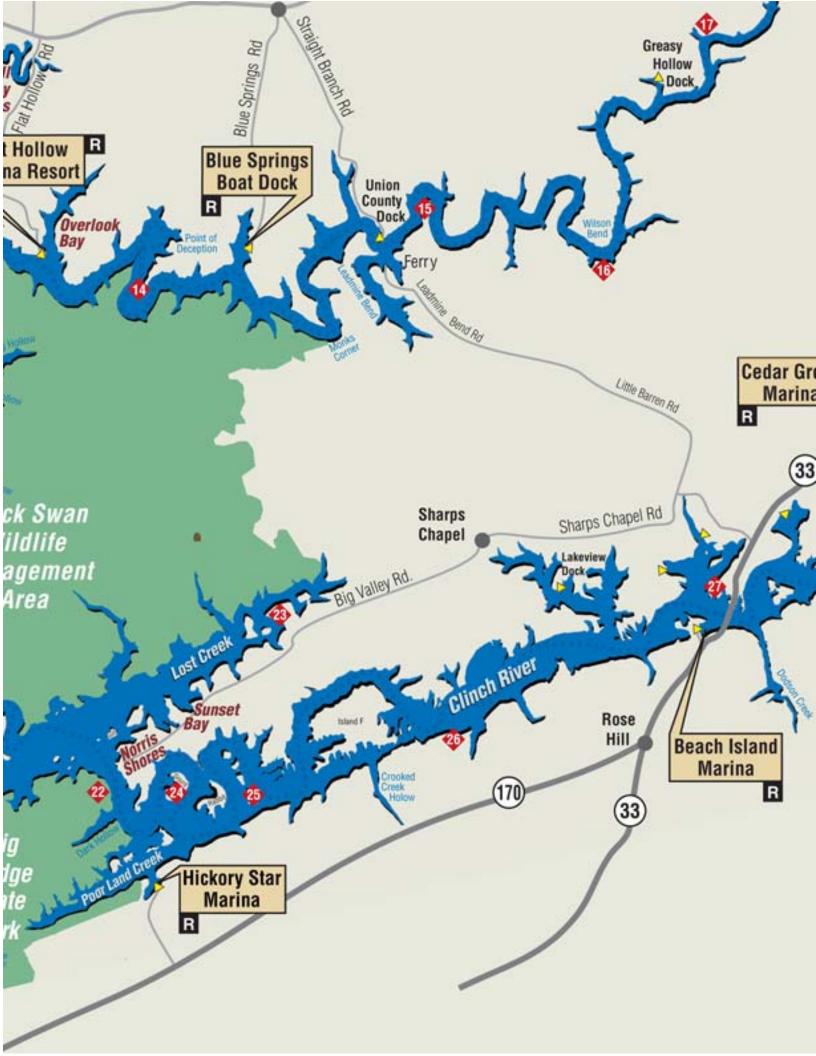
**Powerboat A:** When only a green light is visible, you are approaching the starboard side of a sailboat. Give way to your port side.

**Sailboat B:** When white and red lights are visible, you are approaching the port side of a powerboat. Stand on.











# Coal Creek Smokehouse ★ BAR-B-Q WELCOME TWIN COVE Resort & Marina

# **STARTERS**

Beer Cheese Dip & Chips 6.75 with Smoked Sausage Coins 7.75

6 Sweet or Hot Wings 7.99

Candied Bacon Bouquet 4.99

# SAMMICHES

All sammiches served with chips and pickle

Large Pulled Pork 6.99
Large Pulled Chicken 7.99
Heaping helping of meat on 5" bun

Small Pulled Pork or Pulled Chicken 5.25 4 Small Pulled Pork or Chicken 20.00

> Pulled Pork BLT 8.99 Smoked Turkey BLT 9.50

your meat + 3 strips candied bacon, lettuce & tomato

Oh Baloney! Sandwich 7.49
thick slice smoked baloney,
American cheese, tomato & lettuce

CLUB SANDWICH 9.99

smoked ham, turkey, & candied bacon cheese, lettuce, tomato

Brisket Sandwich 9.50

6oz sliced brisket caramelized onions and cheese on top

Smoked Sausage Slaw Dog 7.50 mild or hot cole slaw

5 Pig Wings 7.99

2 Rib Bones 5.00

Bacon Cheese Fries 4.50

BBQ Nacho Plate 8.99

# **BURGERS**

All burgers hand patted angus All served with fries and pickle Mayo, lettuce, & tomato

Twin Cove 1/4 lb Burger 6.29

Twin Cove 1/2 lb Burger 9.49

Smokehouse 1/2 lb Pork BLT Burger 11.99

Angus patty, pulled pork & candied bacon

# **SALADS**

Fried Chicken Salad 8.99

BBQ Salad 8.99

Smoked Chicken Salad 8.99

Mixed Greens House Salad 2.75 with meal 1.75

# KID'S MEALS

Pulled Pork or Chicken Sandwich 4.75

Grilled Cheese Sandwich 4.75

Mac & Cheese 4.75

Cheese Quesadilla 4.75

### BEVERAGES

We have an assortment of beverages.

Along with our bar selections, we serve teas and Coca Cola products.



# **BBQ PLATTERS**

All platters served with 2 sides & bread

Pulled Pork or Chicken Platter 9.99 3 Meat Platter 25.25

St. Louis Cut Rib Platters 4 Bones 12.00 Full Rack 26.50

5 Ribs & Pulled Pork or Chicken Platter 14.50

Brisket Platter 13.99

# PIZZA

Cheese Pizza 12.99

Pepperoni & Sausage Pizza 13.99

Veggie Pizza 14.99

Meat Pizza 14.99

BBQ Chicken Pizza 15.99

Hawaiian Pizza 15.99

# **ENTREES**

8oz Ribeye Steak 14.99 with baked potato & salad

Chicken Tenders 11.99
5 tenders with 2 sides

Fish n Chips 8.99

Ribeye & 5 Shrimp 18.99 with baked potato & salad

Cheesy Grits Bowl 7.25 cheesy grits topped with bbq & caramelized onions

2 Smoked Leg Quarters 7.99 with 2 sides

Loaded Big Pig Tater 7.25

# SIDES

Single size 2.75 Family size 5.50

4 Sides 8.50

Cole Slaw, Jalapeno Cole Slaw Baked Beans Potato Salad, Hash Brown Casserole, French Fries. Cheesy Grits, Mac n Cheese Baked Potato 1.75