

Modifications TO MAKE YOUR CRUISING SAFER AND MORE COMFORTABLE.

The wonderful thing about LIFE is the ability of PEOPLE to find a way to make it better. If such people live on boats, you can bet your bottom dollar that they'll become super inventive. They soon learn that "with nowhere to go once you're out there", if they can improve their lot, even by the smallest margin, it can only be to their benefit. This chapter is about exactly THAT, a few inexpensive modifications that you can do yourself, and likely will make the difference whether you reach your landfall hassle free.

FUEL PURIFICATION.

Perhaps you will remember that earlier in this book I stated that the majority of all diesel engine failures, are FUEL related. Spotlessly clean, bright fuel is paramount if you are to survive, but how to achieve such status when you have no control over what is pumped into your tank? Don't be fooled into thinking this only happens when filling from third world backwater agencies, it can happen ANYWHERE, so you need to be prepared. So well and good if you are fortunate enough to have pre-filtered day tanks that are periodically replenished from the main tank, or a centrifuge like commercial vessels or superyachts, but the "little guys" don't normally have access to such luxuries.

If your fuel tank capacity is small as is the case with many sailboats, the easy cure for the problem is to buy one of the extremely efficient BAJA FILTERS. Depending on your filler diameter and fill rate, these can be bought in two sizes, each having a set of fine washable screens, diminishing in mesh size and designed to progressively separate water and other foreign bodies from the fuel. Compared with the flow rate from the fuel pump nozzle, both sizes pass fuel SLOWLY, so be sure you have plenty of time. Obviously, this method is unacceptable for a power boat that may need hundreds of gallons per fill, so the following modification which I developed years ago for ourselves, is mainly for them... but can equally benefit ANY boat.