

SSD T/A CREWSAVER SERVICING AND MAINTENANCE BULLETIN No. 54

ISSUED TO: SURVITEC GROUP LTD - Jacksonville survival products inc

DATE ISSUED: January 2016

SUBJECT: Crewfit 35 Workvest Automatic & Crewfit 40 Pro Automatic Harness – Bayonet Adapter check

ISSUED BY: John Lodge

EXP DATE: N/A

We are requesting that all CREWFIT 35 WORKVEST & CREWFIT 40 PRO AUTOMATIC lifejackets from the batches highlighted below are inspected upon receipt to ensure that the Bayonet Adapter (with attached cylinder) is secured correctly to the Pro 1F Auto Firing mechanism. We request that any lifejackets from the highlighted batches that have been distributed to end users are traced and visually inspected also.

Batches for Inspection:

Order No	Part No	Part Description	Delivery Detail	Qty
V60755024	9505OA	Crewfit 35 Workvest Automatic	Ex. work collection China; 28/10/15 via Seafreight	298
V60755024	9504BKAH	Crewfit 40 Pro Automatic Harness	Ex. work collection China; 15/01/16 via Airfreight	80

We are requesting the visual inspection as a precautionary measure for initial batches only. This is in response to an isolated incident in which the Bayonet adapter has not been secured correctly.

Instruction with examples photos below:

1. Remove lifejacket from packaging.
2. Separate the outer Velcro cover (for Workvest) or unzip the cover (for Pro) – only enough to allow visual access to Firing head/cylinder.
3. Visually Inspect the Bayonet adapter securing clip and ensure it is correctly secured to the Firing Head mechanism as per Fig 1.0.
4. Secure the Velcro or zip fastening back to original position and repack.

Upon Inspection, if you are unsure, or do not believe the Bayonet Adapter is correctly secured please contact Crewsaver immediately for further advice at email address: crewsaver.sales@survitecgroup.com



Fig 1.0 - Bayonet adapter clip secured flush and central in Firing head mechanism



Fig 1.1 – Bayonet Adapter Incorrectly fitted. Cylinder only partially turned. Clip not flush and secured in Firing head mechanism