

Certificate III in Maritime Operations (Marine Engine Driver Grade 2 Near Coastal)

National ID: MAR30821 | State ID:BHC8

This qualification applies to people working in maritime industry seeking an Australian Maritime Safety Authority (AMSA) certificate of competency in the capacity of:

- chief engineer on vessels with an inboard engine with propulsion power <750 kW within the exclusive economic zone (EEZ) or
- second engineer on vessels with an inboard engine with propulsion power <1500 kW within the EEZ or
- chief or second engineer on vessels with an outboard engine with unlimited propulsion power within the EEZ or
- assistant under direct supervision of a chief engineer or
- worker in an engine room of a vessel <80 m long with propulsion power <3000 kW.

Gain these skills

- maintain marine internal combustion engines, propulsion plant and auxiliary systems
- undertake basic maintenance of electrical systems
- complete engine room tasks
- maintain hull out of water
- operate and maintain extra low and low voltage electrical systems and equipment
- operate deck machinery
- operate marine internal combustion engines, and propulsion and auxiliary systems
- operate electrical systems
- apply basic survival skills in the event of vessel abandonment
- meet work health and safety requirements
- survive at sea using survival craft

Your qualification prepares you for roles such as:

This qualification is aligned to the educational requirement for Certification as a Marine Engine Driver Grade II as described in Part D of the National Standards for Commercial Vessels (NSCV)

Further Study Option(s)

Certificate IV in Maritime Operations (Marine Engine Driver Grade 1 Near Coastal)

Diploma of Marine Engineering (Engineer Class 3 Near Coastal)

Diploma of Marine Engineering (Engineer Watchkeeper Specialist)

Advanced Diploma of Marine Engineering (Class 1) (Engineer Class 1 (Motor))

Apply now



Course Overview



Location	Duration	Competitive	Selection criteria
Fremantle	Five weeks	No	No selection criteria