

Contradiction between “UR A2 and CSR Double hull tanker”

CSR Double hull tanker	UR A2 : Shipboard fittings and supporting hull structures associated with towing and mooring on conventional vessels	Remark
<p>Section 11 General Requirements</p> <p>3.1.3 Supporting structure for mooring winches</p> <p>3.1.3.7 These requirements are to be assessed using a simplified engineering analysis based on elastic beam theory, two-dimensional grillage or finite-element analysis <u>using gross scantlings</u>.</p> <p>.....</p> <p>3.1.6 Supporting structure for bollards and bits, fairleads, stand rollers, chocks and capstans</p> <p>3.1.6.9 These requirements are to be assessed using a simplified engineering analysis based on elastic beam theory, two-dimensional grillage or finite-element analysis <u>using gross scantlings</u>.</p> <p>....</p>	<p>A 2.0. Application and Definitions</p> <p><u>The net minimum scantlings</u> of the supporting hull structure are to comply with the requirements given in A 2.1.5 and A 2.2.5. The net thicknesses, t_{net}, are the member thicknesses necessary to obtain the above required minimum net scantlings. The required gross thicknesses are obtained by adding the total corrosion additions, t_c, given in A 2.4, to t_{net}.</p> <p>.....</p> <p>A 2.4. Corrosion Addition</p> <p>The total corrosion addition, t_c, in mm, for both sides of the hull supporting structure is not to be less than the following values:</p> <ul style="list-style-type: none"> • Ships covered by CSR for bulk carriers and CSR for double hull oil tankers : Total corrosion additions defined in these rules • Other ships : 2.0 	<ol style="list-style-type: none"> 1. CSR for Double hull tanker rules apply to the vessel contracted for construction on or after 1 April 2006. 2. UR A2 requirements is to be implemented to ships contracted for construction from 1 January 2007. 3. <u>CSR for tanker has to be revised for review of shipboard fittings supporting hull structures of ships contracted for construction from 1 January 2007.</u>

