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| Jones Valley Resort | Shasta Lake Resorts LP Reservations 530 275 7950  22300 Jones Valley Marina Dr. Service Dept. 530 275 7955  Redding, CA 96003 www.houseboats.com |

Escapade

Operating Manual



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# Starting the Boat

Before Turning the Key:

1. **Reduce the noise level.** Turn off the stereo during the engine start-up process.
2. **Post an observer on the aft deck.** The alert observer must communicate with the driver regarding possible water obstacles, approaching watercraft, or swimmers.
3. **Turn on the blower** for 4 minutes. The blower switch is located on the helm panel.

Throttle Lever Position

The throttle lever must be in the center position, aligned with the drive indicator light.

MMC Control Button

The Marine Micro **C**ontrol button is located at the base of the throttle control.

1. When the ignition key is turned clockwise from OFF to ON, a tweet / beep alarm will sound. Wait at least three beeps to allow the MMC to activate.
2. Press the MMC button. The beeping will stop and the drive indicator light will flash, then change immediately to shine constant. Release the MMC button.

Now, turn the key clockwise to start the engine.

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## If the Engine will not start

* Is the light on the control box blinking? If not, begin again at step 5 above.
* Check your fuel gauges. You may be out of gas.
* Try again in fifteen minutes. The engine may be flooded.
* If no power, the start battery may be dead or the MMC breaker is tripped.

Note: Do not hold the key in start position for more than 30 seconds or you may damage the starter.

## After the Engine has started

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* Check to make sure the blower is switched off.
* Allow the engine to warm up to 160 degrees.
* Move throttle forward to move forward.

Note: Maintain observer position on aft deck until the boat is clear of the shore or dock, and traveling forward in open water.

## Shutting down the engine

## Always end with both throttle levers in the center/neutral position, and turn the engine off with the key at lower helm!

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# Flying Bridge

The flying bridge allows you to drive the houseboat from the upper deck while cruising

in open water… only. **Do not** drive from the flying bridge while docking, near shore, or when backing your houseboat - because you cannot see the front or back of the boat. **Important reminder** - When transferring control, you must be in open water.

To transfer control between helms, follow these steps.

## Always start and end at Lower Helm

1. Start up and shut down the engine at the lower helm.
2. Once the engine is warm, put the throttle in the center neutral position. The drive indicator light will shine constant.
3. Go up to the flying bridge and put the throttle lever also in the center neutral position.
4. Now, when the flying bridge control button is pressed, the drive indicator light will shine constant.
5. This completes the transfer. You can now drive the houseboat in open water from the flying bridge.

## From Flying Bridge to the Lower Helm

Return control to the lower helm in the same manner.

# Driving Techniques

Think Ahead. Be Calm. Be Safe. It’s Your Responsibility!

Key to safe handling of this boat is anticipation of speed and direction well in advance.

* SAFETY - Always use an observer on the aft deck when backing up, making turns in tight places or heavy traffic.
* SPEED - Maintain a slow, safe speed. Built for comfort – not for speed!
* BIG BOAT = BIG TURNS - The faster you go, the wider your turn will be.
* SHIFTING - Shift slowly between forward and reverse. Shifting quickly may stall the electronic shifting unit, and render the boat without directional power.
* DEBRIS - Always watch for debris in the water. If it is unavoidable, place the drive in neutral and coast past the object.
* WIND - Whenever possible, navigate into the wind.
* BRAKES - Think of reverse as your brakes. To slow your forward motion, anticipate and slowly shift into reverse.
* TIGHT AREAS - To turn the boat in a tight area;
* Go forward slowly. Then move the throttle to center (disengaged) position. While in the center position turn the wheel in the opposite direction. Slowly shift to reverse and briefly rev the engine. Then, return throttle to center position while turning the wheel back to the direction you want to go. Shift into forward and briefly rev the engine.
* Repeat this forward/reverse method until you have made your turn.
* If you lose control of the boat, try to stay calm. The worst you will probably do is damage the propeller. If the prop is damaged, the boat will vibrate in drive.

NOTE: If the propeller is damaged, secure the boat to shore. Turn off the engine and contact the marina. 530.275.7955

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## Shore-Tie Your Houseboat

Your houseboat must be secured to shore (at least) every evening. Choose a good location that is protected from the wind and the wake of other vessels. Keep this in mind - your landing area must have clearance of at least one houseboat length on both sides so you will have enough maneuvering room.

*Never approach the shore or dock while driving from*

*the fly bridge.*



1. Choose a landing spot that is not too rocky so you will be able to drive your stakes into the ground. You need a shoreline that is steep enough so the bow of your boat will reach land before the bottom of the pontoons do.
2. Proceed at forward idle straight toward the shore. As you near the shoreline, use reverse to soften the landing.
3. After landing, steer straight into the shore with throttle forward at +/- 2,000 rpm. This will keep the houseboat perpendicular with the shoreline as a crewmember drives the stakes into the ground and secures the lines. Both lines are to be secured from the rear of the vessel to stakes at 45 degree angle.
4. The captain remains at the helm with the engine running and throttle forward until the entire tie-down process is completed.

Note: Check your lines and the lake level each morning and evening. You will need to adjust the houseboat and the tie lines.

## Backing off the shore or leaving the Marina

1. Post an observer on the back deck. Run the blower 4 minutes.
2. Quiet the noise level, and turn off the stereo.
3. Relocate personal watercraft, and anything else that is tied to the houseboat.
4. Start the engine and allow it to warm up to 160 degrees at 1200-1500rpm.
5. Engage the drive by pulling the throttle lever back to the center position. Throttle forward at about 2,000 rpm to hold the boat in place. Remain at helm.
6. Your crew will pull the stakes and untie the lines. The lines must be secured to the cleats at the bow of the vessel. Secure the boarding ramp.
7. Remember to stow the 4 stakes and hammer on board.
8. With all on board, sound your horn three times and carefully throttle into reverse. Do not start your turn until you are in open water.

## If the houseboat is stuck on shore

With the bow of the boat seemingly stuck on shore, place the throttle forward at approximately 2,000 rpm. Steer left until the boat is at a 45 degree angle to the shoreline then, steer right to a 45 degree angle. If this is done a few times, the pontoons should “walk” down off the shore into deeper water. At that point, place the boat in reverse and back slowly, straight off the shoreline.

Note: If you are unable to get the houseboat off the shore with this method, contact the marina. 530.275.7955

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# The Generator - AC Electrical Power System

The generator is the power source for the 110-volt system.

## Starting the Generator

AC/Generator

* Air Conditioner
* Dishwasher
* Faux F/P heater
* Head fans
* Hot Tub jet pump
* Non-inverter outlets
* Trash Compactor
* Microwave

On Inverter

* Oven
* Entertainment Center
* Toaster\*
* Blender\*
* Coffeemaker\*

\*when using inverter outlet

On Batteries

12v - Refrigerator

12v - Water pumps

12v - Lighting system

1. The generator blower is automatic on the Escapade.
2. Press down and hold the “On” switch for a few seconds. Then, press down “Start” to crank over the generator. These switches are located on the control panel. When the light shines constant, release both switches. If the light goes out, the generator has stopped.

## If the generator will not start

Try again in fifteen minutes. The engine may be flooded.

Note: Do not hold the switch down for more than 30 seconds or you may damage the starter.

## Stopping the Generator

Prior to powering down - the items/appliances specifically powered by the generator must be off, and their respective breakers at the control panel must also be in the off position. With the items off, press down and hold the “Stop” switch. When the light goes out, the generator has stopped.

# Generator - Main Breaker

There is a main breaker on the generator. This breaker controls the power from the generator to the 110 volt system. If this breaker is tripped - the noted appliances and outlets will not work.

## Check or Reset the Main Breaker

* Secure the houseboat in a safe location. The houseboat engine and the generator must be off to ensure safety of the person checking the breaker.
* Access the generator below the aft deck by lifting the motor pod hatch to the full vertical position. Have a buddy help lift and hold the hatch upright.
* The breaker is located on the generator. The tripped switch will be in the off (down) position. Flip the switch to reset the breaker.

# The Inverter - DC Electrical Power System

On Inverter

* Bar
* Blender\*
* Circulator pump
* Coffeemaker \*
* Faux F/P lights
* Oven
* Stereo / TV
* Toaster\*

*\*when using inverter outlet*

On 12v Battery

* Furnace

## The DC system consists of a bank of batteries and an inverter. The generator does not have to be on while operating these items. However, if the control panel switch or the inverter panel is off, these items will not work. If the house battery charge gets too low, the inverter will automatically shut down and these items

## will not work.

## If one of these items is not working

* Check that the inverter panel / inverter switch is on.
* When the inverter panel is on – a green light flashes.
* The inverter should be left on at all times.
* Check the status of the inverter/house 12v batteries on the control panel. If voltage is 11.5 or below, start the generator to recharge the inverter/house 12v batteries.

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# The Water System

There are two sources of water on the houseboat;

Fresh Water - the potable water tank is filled with well water that is to be used only for drinking and cooking. It is plumbed to the distinctively shaped (upside-down ’J’) faucet at each sink and is clearly marked “Fresh Water”.

Lake Water - is drawn directly from the lake water under the vessel. Lake water is

plumbed throughout the vessel for all uses - **except for the ‘J’ faucets**. The deck, tub, shower, standard sink faucets, water heater, dishwasher, waterslide and toilets, all use lake water. **Do not drink from the lake water faucets!**

## If the faucet marked “Fresh Water” is not working

* Check that the switch is on at the control panel.
* With the fresh water faucet on, you will hear the hum of the fresh water pump.

## If the faucet marked “Lake Water” is not working

* Check that the switch is on at the control panel.
* There are two lake water pumps installed on the houseboat. If one is not working, switch to the other.

# The Propane System

The furnace, water heater, stovetop, oven, BBQ, and hot tub use propane (LPG). The Escapade model is set up with two LPG tanks dedicated to appliances, and another two tanks just for the hot tub. The 2- tank regulators automatically switch from the empty tank to the full tank.

Note: If there are any issues, please call the Marina Service Department. 530.275.7955

# Air Conditioner and Heater

The generator must be on while operating the air conditioner (A/C). However, prior to starting the generator, the A/C must be OFF. The A/C thermostat is located in the hallway near the electrical control panel. It will take a few minutes to work effectively.

To use the air conditioner for cool or heat

1. The A/C unit must be OFF. If not, the generator breaker will trip.
2. Turn on the generator and allow it to warm up before starting A/C.
3. Choose either the “Cool” or “Heat” setting.
4. Do not set AC temperature below 70 degrees.

## If the air conditioner will not start

* Check the main breaker at the generator (with the generator OFF)
* Make sure the generator is on.

The furnace does not use the generator.

To use the furnace

1. Put the thermostat in the on position.
2. Set the thermostat to the desired temperature.

## If the furnace will not turn on

* Check that the furnace is on at the control panel.
* Check the status of the batteries on the control panel.
* Check to see if LPG tanks are on. The tanks are under the aft deck ladder.

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# Galley Appliances

Generator

The generator must be on to operate the dishwasher, trash compactor, the non-inverter outlets, and the galley exhaust fan. When the generator is on, these appliances operate in the same manner as a household appliance.

## If one of these items will not work

* Check that the generator is on.
* Check that the corresponding switch on the electrical panel is on.

Inverter

The refrigerator, oven, and the marked inverter outlets run off the inverter. The generator does not have to be on (at the same time) to run these items. However, both the inverter and the electrical panel switches must be on. Also, if the house batteries lose their charge, the inverter will automatically shut off - and these items will not work until the generator is on and allowed to recharge the batteries.

## If one of the galley appliances above will not work

* Refer to the DC-Inverter Electrical Power System.

# Water Heater

The water heater for the cabin is automatic. The switch is on the control panel. When the heater is working, the red switch light is OFF!

## If there is no hot water in the cabin

* Turn the “Water Heater” switch off. Wait a minute. Turn it back on. Wait for the red light to go off and stay off.

# Hot Tub Water Heater

If the hot tub water heater pilot light goes out, it must be re-lit. The pilot light is located behind the small door along the port side of the tub.

## To light the water heater on the hot tub

1. Turn on the switch labeled “circulator pump” located on the control panel.
2. Turn on the switch labeled “circulator pump” which is found just inside the door along the starboard side of the hot tub housing.
3. Set the hot tub heater thermostat located on the port side of the tub.

## If there is no hot water in the hot tub

* Allow the hot tub six hours to heat up completely with generator on, with the water circulating on low.
* Check that the pilot light is on. Look in the pilot light housing on the water heater.

# Satellite System

Please consider that satellites are elliptical orbiting, and that there may be signal loss in some remote areas of the lake.

The orientation process will detail the satellite specifics for this vessel.

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# Barbeque

The barbeque operates like a residential gas barbeque. It will light automatically or manually.

## To light the barbeque

1. Open the barbeque lid.

WARNING: Do not lean over the open barbeque at any time!

1. Turn the igniter knob, or insert an igniter stick into the manual igniter hole at the lower right side of the face of the barbeque controls. Turn the temperature control knob to medium and the barbeque should light immediately.
2. Select the setting and allow the barbeque to heat up for five minutes before cooking.
3. Be sure to turn the barbeque off immediately after use. An unattended BBQ is never a good idea, and it will continue to burn the limited LPG supply.

## To extinguish

## Push down and turn each burner control knob to the OFF position.

## Turn off the propane supply valve.

# Water Slide

Be sure and wet the surface of the water slide before use. There is a water valve at the top of the slide for this purpose.

## If the faucet at the top of the waterslide is not working

* Check that the Lake Water switch is on.
* There are two lake water pumps on the Escapade. If one is not working, you can easily switch to the other. The Lake Water pump switch is below the control panel.

# The Septic System

The Escapade model has an overall holding tank capacity of 1000 gallons. Prior to each voyage, the holding tank(s) are pumped out and treated.

The vessel septic system is only for human waste, water, and the toilet tissue provided by the marina. It does not function like a city septic system. If the system gets plugged, a service fee will be charged to clear it.

## The Head - Toilet

To flush the head, depress the foot pedal at the base. To fill the bowl with water, lift up on the foot pedal. Be sure to fill the bowl with water prior to each use. The vessel septic system relies on liquid for treatment. Please remember to flush with plenty of water each time you use the head.

## If the bathrooms smell

* Open the window in the bathroom, and close the bathroom door.
* Fill the toilet bowl with water, then flush.
* Repeat this procedure a few times. This may temporarily worsen the odor because you are opening the valve to the septic tank with each flush.
* Leave the window open with the door closed – to let it air for a while.

If the bathrooms still smell after completing this procedure a couple of times, you may need to have your tank pumped out and retreated.

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# Safety

Familiarize yourself with the safety equipment on your vessel before you might need to use it. Time is very precious during an emergency.

Carbon Monoxide Detector - Located in the galley area. If the alarm sounds, account for each person on the boat, open up all the doors and windows, get onto shore and call the marina immediately (530) 275-7955.

Distress Flag - Located in the galley drawer. In an emergency, display the flag on your houseboat where other boaters can see it.

Fire Extinguishers - There are 4 fire extinguishers on the Escapade. The locations are: the lower helm, under the galley center island countertop, the rear exterior wall of the cabin, and next to the upper deck barbeque.

To use, pull the pin, aim at the base of the flame, and sweep from side to side.

First Aid Kit - Located in the galley drawer with the Distress Flag.

Personal Flotation Devices - Stacked and stored under the seats at the dining table

Throwable Device - The throw cushion is located beside the lower helm. It is a flotation device that may be tossed to a person in a water emergency.

# Troubleshooting

This quick troubleshooting guide addresses most common problems.

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| --- | --- | --- |
| Problem | Possible Causes | Possible Solutions |
| Engine will not  turn over or start | Boat is not in neutral | Place drive in neutral |
| Battery issue | Contact Marina (530) 275-7955 |
| Low fuel; Check gauge | Check gauge |
| Engine starts, then dies | Flooded carburetor | Wait 15 minutes; try again |
| Boat vibrates while driving | Damaged prop | Get to shore. Turn off engine.  Contact Marina (530) 275-7955 |
| Generator will not  turn over or start | Battery issue | Contact Marina (530) 275-7955 |
| Low fuel; Check gauge | Check gauge; Switch tanks |
| Generator starts, then dies | Flooded carburetor | Wait 15 minutes; Try again |
| Refrigerator will  not get cold | Over-filled; Opened too often | Rearrange / keep closed |
| Inverter tripped or circuit breaker | Reset inverter panel |
| Battery charge is too low | Turn on generator |
| Lake water faucets  are not working | Switch in neutral position | Turn switch on |
| Lake Water pump | Flip Lake Water pump switch |
| Fresh water “J” faucets  are not working | Switch is off at control panel | Turn switch on |
| An appliance is  not working | Generator needed – and is off | Turn generator on |
| Corresponding switch on electrical panel is off | Turn on corresponding switch |
| Switch off at electrical panel and/or inverter panel is off | Check corresponding switch. Check house battery levels |
| Appliance circuit breaker tripped | Turn on corresponding switch |
| Main breaker has tripped | Reset generator main breaker |
| Battery charge is too low | Turn on generator |
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# Contacting the Marina

In this binder and on your boat, there is a detailed map of the lake. Refer to the map often to know your exact location. Before contacting the marina, please know your location and vessel number.

If there is a problem, please contact the Marina (530) 275-7955. Describe the problem in detail, and the steps you have taken thus far to remedy the problem.

If a service technician must respond to your boat, clear and detailed information will help us resolve an issue quickly.

You must stay with the boat at that location until the technician arrives.

Too often, the guests requesting assistance are not at the given location.

note: GPS coordinates might not be exact – but, they could be helpful.

# Returning to the Marina

If you are checking out, we recommend that your gear is packed, and the decks washed prior to arrival at the marina. This leads to a more efficient checkout.

When returning to the marina, we typically see your boat at the log boom and we come out to drive it in for you. Once at the dock, please keep your gear on the front deck of the boat as QuadSquad is assigned to help transport your gear.

Do not place anything on the dock.

After the houseboat is cleared of your belongings and you have completed a general clean up, our crew will fuel the houseboat. A crew member will conduct a thorough check of the boat, and report the status to the marina store.

The checkout is complete after fuel and final charges are paid in the marina store.

# Nautical Terms

**Aft** – The area of a compartment on a vessel or an object on a vessel that is closest to the stern in relation to another area or object on the vessel. The aft wall of the cabin is the wall closest to the stern.

**Bow** – The front of a vessel

**Service Call** – Contacting the marina to request service assistance

**Fore** – The area of a compartment on a vessel or an object on a vessel that is closest to the bow in relation to another area or object on the vessel. The fore wall of the cabin is the wall closest to the bow.

**Flying Bridge** – The helm on the upper deck of a vessel

**Galley** – The kitchen on a vessel

**Head** – The toilet on a vessel

**Helm** – The area from which the boat is piloted

**Lines** – Often referred to as rope. Technically, large quantity of rope is spooled. Rope becomes line when cut, prepared and put to use. A piece of rope is made into a line.

**Port** – The left side of a vessel when facing the bow

**Starboard** – The right side of a vessel when facing the bow

**Stern** – The rear of a vessel

**Tachometer** – A helm gauge that displays the revolutions per minute of the engine

**Underway** – A vessel traveling through the water

**Vessel** – A large watercraft

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