

## BOW THRUSTERS REPAIR AND MAINTENANCE

Bow Thrusters are propeller types that are smaller in size than propellers. Bow Thrusters are placed in tunnels on the bow and stern below the waterline and are divided into two categories, electric and hydraulic. The number of Bow Thrusters on a ship depends on its size. The usage of Bow Thrusters is limited to helping the ship to operate and maneuver at low speeds, for example maneuvering in coastal waters or while entering or leaving a port. Bow Thrusters also help tugboats to dock faster.

BEVALDIA (Manager of the branches PSOMAKARA & GAMSRO) carry out underwater maintenance of Bow Thruster and repair. A routine underwater inspection of Bow Thruster by BEVALDIA (Manager of the branches PSOMAKARA & GAMSRO) and its experienced divers include the following steps:



### BOW THRUSTERS

#### ADVANTAGES

- 1) Better handling at low speeds.
- 2) Greater security in a harbor with bad weather conditions.
- 3) Helping to navigate in bad weather.
- 4) Save money because of fast porting.

#### DISADVANTAGES

- 1) Large placement costs.
- 2) Expensive repair and maintenance.
- 3) A very large engine is required, which requires a lot of power and space.

#### GREECE

Piraeus, Chios  
Thessaloniki  
Kavala  
Alexandroupoli  
Neapoli- Vatika,  
Kali Limenes  
Corfu Kalamata  
Patra, Laurio Ag.  
Theodori Elefsina  
Chalkida Rhodes  
Drepano Korinthos

#### TOGO

Lome

#### TURKEY

Istanbul  
Canakkale  
Iskenderun

#### CYPRUS

Limassol  
Larnaca

#### ALBANIA

Detar  
Sarande

#### BENIN

Cotonou

#### CHINA

Rizhao  
Shanghai  
Hong Kong  
Qingdao  
Lianyungang

#### CONGO

Pointe  
Noire

#### DJIBOUTI

Djibouti

#### EGYPT

El Dekheila  
Suez

#### SINGAPORE

Aepa

#### FRANCE

Marseille

#### GHANA

Tema

#### GUINEA

Conakry  
Kamsar

#### INDONESIA

Balikpapan

#### IV. COAST

Abidjan

#### KOREA

Yeosu

#### MEXICO

Lazaro  
Cardenas  
Manzanillo  
Punta  
Manzanillo  
Tuxpan

#### PANAMA

Balboa

#### SPAIN

Palma de  
Mallorca

#### SENEGAL

Dakar

#### TUNISIA

Tunis  
Sfax