

Ed. A. 19/83

S. S. Adolf Deppe

Aberdeen Rep^t 3919.

Yard No 164
Scale Inch=One Foot

Hatch Comings 30 1/2"

Dimensions as per Rule
Length 206.8
Half Breadth 14.1 ft
Depth 15.5 ft
Half Girth 26.3 ft

Depths 13.8 1st No 55.9
Breadths 7.3 2nd No 11560
Equipment No 12716 Class 100 A

Engine and Boiler
Casing 1/4" thick
Angles 3 1/2 x 3 1/2"

Forecastle Stringer plate 36 x 1/2"
" " Beams bulbs 6 x 1/2"
" " Angles 2 1/2 x 2 1/2"
Pop Beams of Angle iron 5 1/2 x 3 1/2"
Stringer 36 x 1/2" Angles 3 1/2 x 3 1/2"
Tie plates 8 x 3/4" Decks 5 x 3"

Pillars 2 1/2"

Frames spaced 22" from Cent
" 3 1/2 x 3 1/2" for 3/4"
" at ends 3 1/2 x 3 1/2"

Reverse frames to the main deck
and hold beam stringer angle iron
alternately size 3 x 2 1/2 x 1/4"

Bulkheads 1/4" Angles 3 1/2 x 3 1/2"

Iron Deck whole length 3/16"
Stringer plate 46 x 1/4"
Deck Beams 5 1/2 x 3 1/2" on every frame.
Hatch " 7 x 1/4" Stringer Angles 4 1/2 x 3 1/2"

Sheerstrake 3 1/2 x 1/2" for 2 1/2" from
Ends 1/4" Doubled for 3/4" below the stringer with
plate 3/16 x 1 1/2" for extreme
proportions 1/4 x 1/16 at
front of Prop.

The butt straps of stringer plates

Sheerstrake and two strakes round
bilges to be 1/4" thicker than the plates
they connect and treble riveted for
half length amidships

Landing edges of plating double
riveted through out

Hold Beam Stringer plate 25 x 1/2"
Ends 1 1/2" Angles 3 1/2 x 3 1/2"
Beams 8 x 3/4" on every tenth frame.
Angles 4 x 3 x 1/4"

Plating on Tank top 1/4" Wings 1/4"
Girders 3 ft apart 1/4" thick Centre
Girders 1/4" thick girder angles 3 1/2 x 3 1/2"

Doubled in way
of tank shoes with
3 ft of frame bar

Middle line keelson 12 x 1/2" Rider plate 10 1/2 x 1/2"
Intercoastal keelson 1/4" Angles for d_o 3 x 3 x 1/4"
Keelson and Stringer Angles 4 1/2 x 3 x 1/4"
Floors 15 1/2 x 1/2" in Engine and Boiler Space 1/4"
at ends 1/2" Ceiling 1 1/2"

Keel 4 1/2 x 3 1/2"
Stern 1 1/2 x 3 1/2"
Stern frame 1 1/2 x 3 1/2"

36 x 1/2" FORE END

8 1/2 x 1/2"

Boss plates 3/16"

8 1/2 x 1/2"

8 1/2 x 1/2"

34/83 N.M.



19/83

24th
Oct 1888.