



Side ramps

Vehicle ramps in the side shell are attractive to many operators of RoRo tonnage, including those specialising in export of cars and trucks, or unitised cargoes – particularly on routes where ports do not always provide dedicated RoRo berths. The TTS wire-operated side ramp is based on a single-piece open-construction concept, with a flap at the shore end; it can be fabricated to suit all ship types and sizes.

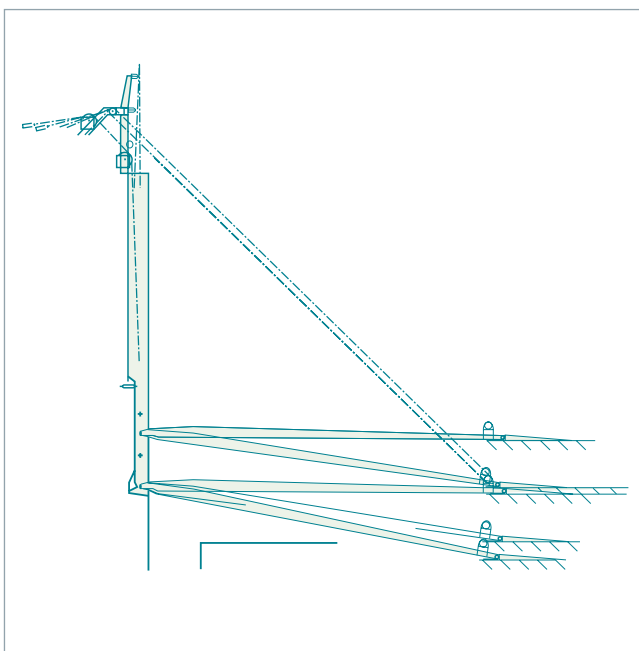
SIDE RAMPS

The design ensures that vehicles can use the ramp at a range of quay heights below the attachment point on the ship, and the slope can be adjusted to suit the particular cars or lorries being loaded or discharged, or to suit forklift trucks being employed. The flap at the shore end is carefully engineered to ensure that, even with no traffic on the ramp and a ship trim of ± 1 deg, all sections always rest on the quay. Normal operation is by wires, but direct-acting hydraulic cylinders can be specified, if preferred.

When raised in its closed position, the TTS ramp forms its own weathertight door, and there is no need for any additional inner door. Weathertightness is ensured by a stainless steel bar around the ramp; this compresses a TTS standard rubber seal fitted in a corresponding channel in the shell. The ramp is then secured by hydraulic cleats.

If owners need such a feature, TTS can design these ramps for hoisting at the inboard end, so that levels above the main deck can also be served.

TTS ramps take approximately 10 minutes to deploy, depending on the size of an individual installation. They can be



arranged on either the port or starboard side of a ship, and are normally equipped with detachable rail stanchions and ropes. A special stanchion section is included for a 0.75m wide pedestrian walkway to one side of the ramp.

Side ramps can be supplied as complete units, together with coaming, locking mechanisms and hinges, facilitating simple installation for shipyards

▲ The side ramp can also be used for RoPax ferries

◀ The side ramp shown serving multiple levels