Dimensions

Length Overall

Beam

Shaft Horsepower

Speed

Standard Displacement

390 feet

43 feet

54,000

over 30 knots

2,810 tons

Complement

18 Officers
21 Chief Petty Officers
43 Petty Officers
212 Junior Ratings.

Armament

Six dual purpose 4.5 inch guns mounted in pairs in A, B and X turrets for which fire control includes the Flyplane Predictor System.

Five 21 inch Torpedoes in one mounting. Six 40 mm Guns mounted in pairs.

Squid three-barrelled anti-submarine mortar.

Radar

Type 275 for Main armament control with aerials mounted on the Director.

Type 293 for combined air and surface warning with aerial on the foremast.

Type-974 for navigation.

Smaller fire control radars (Type 262) are fitted on Ml and M2 mountings and in the Close Range Blind Fire Director.

Machinery

Steam propulsion is arranged in two units, in each of which a Babcock and Wilcox two furnace controlled superheat boiler supplies steam at 650 lbs per sq. In., to its associated set of main engines. The forward, or 'A' unit drives the Starboard propellor through double reduction gearing, and `B' unit drives the Port shaft.

Each Boiler Room is a self contained 'power station' able to supply electricity from its turbogenerator, and water from an evaporating plant.

There are two rudders, powered by electro hydraulic pumps and controlled from the wheelhouse or locally at the rudders.

The Badge

The Ship's Badge recalls the action of MUTIUS SCAEVOLA, who when taken prisoner by TARQUIN, put his hand into the fire to show that the Roman spirit was unbroken.

Boats

Two 25 foot Motor Cutters One 27 foot Whaler One 14 foot Sailing Dinghy.

Electrical Department

The ship is provided with 220 volts D.C. from two switchboards, one forward and one aft, which can be interconnected.

The forward switchboard is supplied from the turbo-generator in 'A' Boiler Room, and also by diesel driven generators in the Diesel Generator Room in 'A' Engine Room.

The after switchboard is supplied from the turbo-generator in 'B' Boiler Room and the Diesel Generator in `B' Engine Room; or, it, necessary from the Diesel Generator in Engine Room.

The capacity of the two steam driven generators is 350 kilowatts each and that of the two diesel machines is 150 kilowatts each.

As well as the amplifier_ broadcasting systems found in destroyers, a 25 line Automatic Telephone Exchange is fitted.

Communications

The ship has three long range transmitters and eight short range equipments of various kinds.

The whip aerials on the Bridge are for the main transmitters, and those on the funnel and aft are for reception.

Supply, etc.

The Pay Accounts of everyone onboard are carried in the ship.

The galleys forward and aft are all-electric. The ship's Laundry is fitted with four Bendix Washing Machines and electrically heated Drying Cabinets.



H.M.S. DARING

COMMANDED By
Captain C. P. Mills, C.B:E., D.S.C., R.N.
COMMISSIONED AT. Devonport
20th January, 1959

THE SHIP

Built by Swan Hunter at Wallsend-on-Tyne Laid down 29th September, 1945 Launched 10th August, 1949 Completed 8th February, 1952 The Sixth Ship of the Royal Navy to bear the name DARING.

EARLIER VESSELS WERE

First

1804 - 1813

Gunbrig of 178 tons. Runashore and blown up on the West Coast of Africa to avoid capture by two French Frigates.

Second

1844 - 1864

12 Gun Sloop of 426 tons. In service on North American and West Indies Station.

Third

1874 - 1889

Screw Composite Sloop of 894 tons. In Service on Pacific and China Stations.

Fourth.

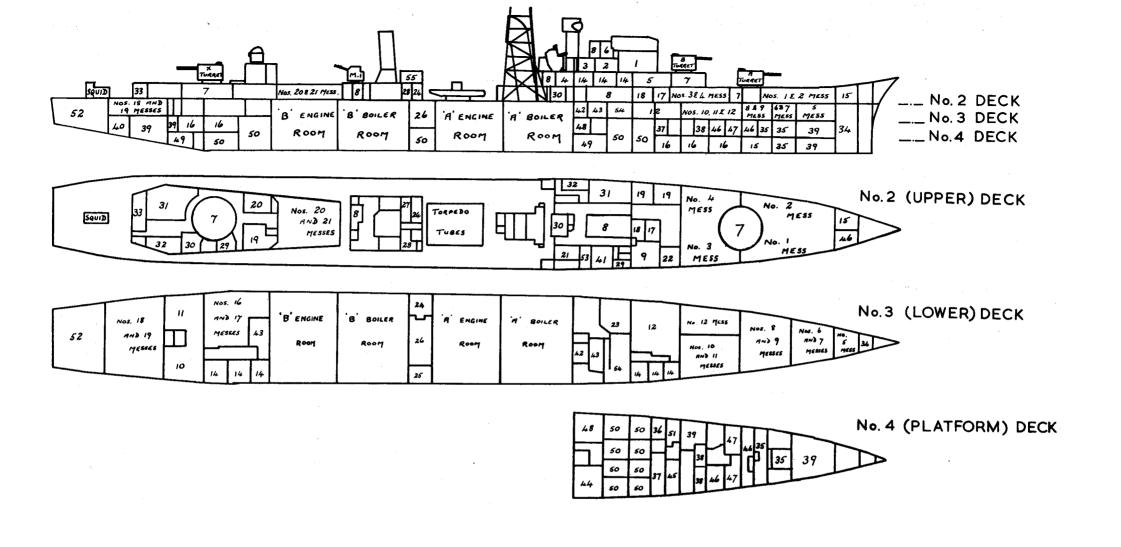
1893 -1912

Twin Screw Torpedo Boat Destroyer of 260 tons.

Fifth

1932 - 1940

Destroyer of 1315 tons. Sunk by U-Boat off Duncansby Head, 18th **February**, **1940**.



1.	Operations Room.	12.	P.O's Mess.	24.	Laundry.	35.	Asdic Compartment.	46.	Naval Stores.
2.	A.C.R.	14.	Officers', Cabins.	25.	Engineer's Office.	36.	Gunnery Store.		Canteen & Wardroom
	Captain's Sea Cabin.	15.	Paint S op.	26.	Engineer's Workshop.	37.	Bofors Magazine.		Stores.
	Captain's Day Cabin.	16.	Magazine & Shell Rooms.	27.	Coxswain's Office.		Cold and Cool Rooms.	48.	Diesel Generator.
	Wardroom.	17.	Canteen	28.	Torpedo Pistol Room.	39.	Provision Rooms.	49.	Fresh Water Tanks.
	Main Signal Office.	18.	Issue Room.	29.	Officer's Bathrooms.	40.	Spirit Room.	50.	Oil Fuel Tanks.
	Gunbays.		Galley.	30.	C.P.O's & P.O's Bathrooms.	41.	Officers' Galley.	51.	Ordnance Workshop.
		20.	Sick Baggy.	31.	Bathrooms.	42.	Gyro Room.		Tiller Flat.
	P.O's Mess.	21.	Radar Office.	32.	Heads.	43.	Switchboards.	53.	H.Q. 1 & Naval Stores Office.
10.	C.P.O's Mess.	22.	Ship's Office.	33.	Squid Magazine.	44.	Electrical Workshops.		Predictor Compartment.
11.	E.R.A's Mess.	23.	T.S.	34.	Cable Locker.		Main Naval Store.		Shipwright's Shop.