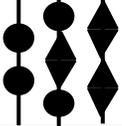


Navigation Rules (Sorted By Right of Way)

<u>Vessel</u>	<u>Sidelights * 112.5 Degrees</u>	<u>Sternlights* Towlights* 135 Degrees</u>	<u>All-round Lights* 360 Degrees</u>	<u>Masthead Light ** 225 Degrees</u>	<u>Day Shapes</u>	<u>Restricted Visibility Sounds (Long = Prolonged)</u>	<u>Page</u>	
Not Under Command	Red/Green	White	Red Red			1 long & 2 short blasts / 2 min	88	
Restricted in Ability to Maneuver	Red/Green	White	Red White Red	White		1 long & 2 short blasts / 2 min	90	
Mine Sweeping	Red/Green	White	Green Green/Green	White		See other signals	98	
Dredging	Red/Green	White	Red White Red	White		See other signals	94	
								The two ball day shapes will be on the obstruction side, and the two diamonds will be on the side another vessel may pass.
								The vessel will also have two all-round red lights in a vertical line on the obstruction side, and two all-round green lights on the side another vessel may pass.
						Dredging Pipeline will have a row of yellow flashing times a 60/minute, each not more than 10m apart and each end of the pipeline will have two all-round red lights.	173	
Diving			Red White Red		 white/blue	See other signals	96	
Constrained by Draft	Red/Green	White	Red Red Red	White		1 long & 2 short blasts / 2 min	102	
Fishing	Red/Green	White	Red White			1 long & 2 short blasts / 2 min	84	
Fishing Gear > 150 m From Vessel	Red/Green	White	Red White				84	
Trawling	Red/Green	White	Green White				80	
Sailing Vessel	Red/Green	White	Red Green			1 long & 2 short blasts / 2 min	74	
	The red and green all-round lights, if installed, are displayed at the top of the mast in addition to side and stern lights							
Sailing Vessel >12m < 20m	Red/Green	White				1 long & 2 short blasts / 2 min	72	
	Side and stern lights may be combined into one tri-color lantern on the top of the mast.						73	
Sailboat < 7m			Hand held light			Any noise/2 min	76	
Sailboat > 12m Under Power with Sails Up	Red/Green	White		White		1 long blast / 2 minutes	78	
Any Power Vessel Underway	Red/Green	White		White		1 long blast / 2 minutes	45	
Any Power Vessel Underway Not Making Way	Red/Green	White		White		2 long blasts / 2 minutes	45	

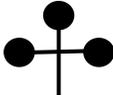
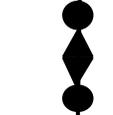
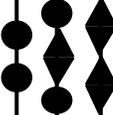
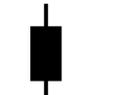
Navigation Rules (Sorted By Right of Way)

<u>Vessel</u>	<u>Sidelights * 112.5 Degrees</u>	<u>Sternlights* Towlights* 135 Degrees</u>	<u>All-round Lights* 360 Degrees</u>	<u>Masthead Light ** 225 Degrees</u>	<u>Day Shapes</u>	<u>Restricted Visibility Sounds (Long = Prolonged)</u>	<u>Page</u>
Towing	Red/Green	Yellow White		White White		1 long & 2 short blasts / 2 min	53
Towing > 200m	Red/Green	Yellow White		White White White			52 93
Vessel Being Towed	Red/Green	White				1 long & 3 short blasts / 2 min	59
Vessel Being Towed > 200m From Towing Vessel	Red/Green	White					58
Partly submerged object being towed.			White			None	64
Pushing International	Red/Green	White		White White		1 long & 2 short blasts / 2 min	56
Pushing Inland	Red/Green	Yellow Yellow		White White			57
International Vessel Being Pushed or Towed Alongside	Red/Green	White				1 long & 3 short blasts / 2 min	60
Inland Vessel Being Pushed or Towed Alongside	Red/Green	White		Flashing Yellow 60/min			61 63
Submarine	Red/Green	White	Flashing Yellow 1/sec for 3 sec, none for 3 sec	White		See other signals	2
Police	Red/Green	White	Flashing Blue 120/minute			See other signals	167
Pilot	Red/Green	White	White Red			See other signals, may add 4 short blast	104
Air-cushion Vessel in Non-displacement Mode	Red/Green	White	Flashing Yellow 120/minute	White		See other signals	46
Row boat			Hand held light			Any noise/2 min	77
Power Boat < 12m	Red/Green		White			Any noise/2 min	49
Power Boat < 7m			White			Any noise/2 min	48
Aground			Red Red			3 bell strikes, 5 sec bell & 3 bell strike	108
Vessel at Anchor			White			5 sec bell/minute. If > 100m add 5 sec gong. All may add 1 short, 1 long & 1 short blast.	106
Vessel > 50m greater than must display two all around white lights, one at each end of vessel. Vessel > 100m will also use available working lights to illuminate the deck.							
* Sidelights include a 112.5 degree red port light and a 112.5 degree green starboard light. Only displayed when vessel is underway.							40
* Sternlights are 135 degrees centered aft. Only displayed when vessel is underway.							40
* All-round lights are 360 degrees.							40
** Masthead lights are 225 degrees centered forward. A second masthead light is required for all vessels > 50M. The second masthead light is abaft and higher than the forward light.							44

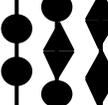
Navigation Rules (Sorted By Lights)

<u>Vessel</u>	<u>Sidelights *</u> <u>112.5 Degrees</u>	<u>Sternlights*</u> <u>Towlights*</u> <u>135 Degrees</u>	<u>All-round</u> <u>Lights* 360</u> <u>Degrees</u>	<u>Masthead</u> <u>Light **</u> <u>225 Degrees</u>	<u>Day</u> <u>Shapes</u>	<u>Restricted Visibility</u> <u>Sounds</u> <u>(Long = Prolonged)</u>	<u>Page</u>
Read over White Fishing at Night, Green over White Trawling by Night, Red over Green Sailing Machine, White over Red Pilot Ahead, Red over Red Captain is Dead.							
Fishing	Red/Green	White	Red White				84
Fishing Gear > 150 m From Vessel	Red/Green	White	Red White			1 long & 2 short blasts / 2 min	84
Trawling	Red/Green	White	Green White				80
Sailing Vessel	Red/Green	White	Red Green			1 long & 2 short blasts / 2 min	74
	The red and green all-round lights, if installed, are displayed at the top of the mast in addition to side and stern lights						
Pilot	Red/Green	White	White Red			See other signals, may add 4 short blast	104
Not Under Command	Red/Green	White	Red Red			1 long & 2 short blasts / 2 min	88
Aground			Red Red			3 bell strikes, 5 sec bell & 3 bell strike	108
Row boat			Hand held light			Any noise/2 min	77
Sailboat < 7m			Hand held light			Any noise/2 min	76
Vessel at Anchor			White			5 sec bell/minute. If > 100m add 5 sec gong. All may add 1 short, 1 long & 1 short blast.	106
	Vessel > 50m greater than must display two all around white lights, one at each end of vessel. Vessel > 100m will also use available working lights to illuminate the deck.						
Partly submerged object being towed.			White			None	64
Power Boat < 7m			White			Any noise/2 min	48
Power Boat < 12m	Red/Green		White			Any noise/2 min	49
Sailing Vessel >12m < 20m	Red/Green	White				1 long & 2 short blasts / 2 min	72
	Side and stern lights may be combined into one tri-color lantern on the top of the mast.						
Vessel Being Towed	Red/Green	White					59
Vessel Being Towed > 200m From Towing Vessel	Red/Green	White				1 long & 3 short blasts / 2 min	58
International Vessel Being Pushed or Towed Alongside	Red/Green	White				1 long & 3 short blasts / 2 min	60
Sailboat > 12m Under Power with Sails Up	Red/Green	White		White		1 long blast / 2 minutes	78
Any Power Vessel Underway	Red/Green	White		White		1 long blast / 2 minutes	45
Any Power Vessel Underway Not Making Way	Red/Green	White		White		2 long blasts / 2 minutes	45

Navigation Rules (Sorted By Lights)

<u>Vessel</u>	<u>Sidelights * 112.5 Degrees</u>	<u>Sternlights* Towlights* 135 Degrees</u>	<u>All-round Lights* 360 Degrees</u>	<u>Masthead Light ** 225 Degrees</u>	<u>Day Shapes</u>	<u>Restricted Visibility Sounds (Long = Prolonged)</u>	<u>Page</u>
Pushing International	Red/Green	White		White White		1 long & 2 short blasts / 2 min	56
Inland Vessel Being Pushed or Towed Alongside	Red/Green	White		Flashing Yellow 60/min		1 long & 3 short blasts / 2 min	61 63
Air-cushion Vessel in Non-displacement Mode	Red/Green	White	Flashing Yellow 120/minute	White		See other signals	46
Submarine	Red/Green	White	Flashing Yellow 1/sec for 3 sec, none for 3 sec	White		See other signals	2
Police	Red/Green	White	Flashing Blue 120/minute			See other signals	167
Towing	Red/Green	Yellow White		White White		1 long & 2 short blasts / 2 min	53
Towing > 200m	Red/Green	Yellow White		White White White			52 93
Pushing Inland	Red/Green	Yellow Yellow		White White		1 long & 2 short blasts / 2 min	57
Mine Sweeping	Red/Green	White	Green Green/Green	White		See other signals	98
Diving			Red White Red			See other signals	96
Restricted in Ability to Maneuver	Red/Green	White	Red White Red	White		1 long & 2 short blasts / 2 min	90
Dredging	Red/Green	White	Red White Red	White		See other signals	94
	The two ball day shapes will be on the obstruction side, and the two diamonds will be on the side another vessel may pass.						
	The vessel will also have two all-round red lights in a vertical line on the obstruction side, and two all-round green lights on the side another vessel may pass.						
	Dredging Pipeline will have a row of yellow flashing times a 60/minute, each not more than 10m apart and each end of the pipeline will have two all-round red lights.						173
Constrained by Draft	Red/Green	White	Red Red Red	White		1 long & 2 short blasts / 2 min	102
* Sidelights include a 112.5 degree red port light and a 112.5 degree green starboard light. Only displayed when vessel is underway.							40
* Sternlights are 135 degrees centered aft. Only displayed when vessel is underway.							40
* All-round lights are 360 degrees.							40
** Masthead lights are 225 degrees centered forward. A second masthead light is required for all vessels > 50M. The second masthead light is abaft and higher than the forward light.							44
If necessary to attract the attention of another vessel, make light signal that may not be mistaken for any other signal, or may direct a searchlight beam in the direction of danger.							124

Navigation Rules (Sorted By Day Shapes)

<u>Vessel</u>	<u>Sidelights * 112.5 Degrees</u>	<u>Sternlights* Towlights* 135 Degrees</u>	<u>All-round Lights* 360 Degrees</u>	<u>Masthead Light ** 225 Degrees</u>	<u>Day Shapes</u>	<u>Restricted Visibility Sounds (Long = Prolonged)</u>	<u>Page</u>
Vessel at Anchor			White			5 sec bell/minute. If > 100m add 5 sec gong. All may add 1 short, 1 long & 1 short blast.	106
	Vessel > 50m greater than must display two all around white lights, one at each end of vessel. Vessel > 100m will also use available working lights to illuminate the deck.						
Not Under Command	Red/Green	White	Red Red			1 long & 2 short blasts / 2 min	88
Aground			Red Red			3 bell strikes, 5 sec bell & 3 bell strike	108
Mine Sweeping	Red/Green	White	Green Green/Green	White		See other signals	98
Sailboat > 12m Under Power with Sails Up	Red/Green	White		White		1 long blast / 2 minutes	78
Vessel Being Towed > 200m From Towing Vessel	Red/Green	White				1 long & 3 short blasts / 2 min	58
Partly submerged object being towed.			White			None	64
Fishing	Red/Green	White	Red White			1 long & 2 short blasts / 2 min	84
Fishing Gear > 150 m From Vessel	Red/Green	White	Red White				84
Trawling	Red/Green	White	Green White				80
Constrained by Draft	Red/Green	White	Red Red Red	White		1 long & 2 short blasts / 2 min	102
Restricted in Ability to Maneuver	Red/Green	White	Red White Red	White		1 long & 2 short blasts / 2 min	90
Dredging	Red/Green	White	Red White Red	White		See other signals	94
	The two ball day shapes will be on the obstruction side, and the two diamonds will be on the side another vessel may pass.						
Diving			Red White Red		 white/blue	See other signals	96

Navigation Rules (Sorted By Sounds)

	<u>Vessel</u>	<u>Sound</u>	<u>Notes</u>	<u>Page</u>	
<u>Maneuvering Sounds</u>	All Vessels	One Short Blast*	International: Altering course to starboard. Inland: Intend to leave you on my to port.	116 117	
	All Vessels	Two Short Blasts*	International: Altering course to port. Inland: Intend to leave yon on my starboard.		
	All Vessels	Three Short Blasts*	I am operating astern propulsion		
	* A vessel may add flashing light signal to the sound signals. These sound and light blasts should have one second between blasts and ten second pause before repeating signal.				
	International Vessels**	Two Prolonged & One Shore Blast	I Intend to overtake you on your starboard side.	118	
	Inland Vessels**	One Short Blast	I Intend to overtake you on your starboard side.		
	International Vessels**	Two Prolonged & Two Short Blast	I Intend to overtake you on your port side.		
	Inland Vessels**	Two Short Blasts*	I Intend to overtake you on your port side.		
	** The vessel being over taken in agreement should sound a reply signal. International: one proprolonged, one short, one proprolonged and one short. Inland: repeat the signal.				
	All Vessels	Five Short Blast	Fail to understand another vessel's intentions or do not believe sufficient action has been taken to avoid a collision.	118	
	All Vessels	One Prolonged Blast	Used when nearing a bend where other vessels may be obscured.	118	
	All Vessels	Any sound that can not be mistake for other signals.	Used when necessary to attract the attention of another vessel.	124	
<u>Restricted Visibility Sounds</u>	Any Vessel <12m	Any noise / 2 minutes		122	
	Any Power Vessel Underway	1 Prolonged Blast / 2 minutes		120	
	Any Power Vessel Underway Not Making Way	2 prolonged blasts / 2 minutes (two second pause between blasts)		120	
	Not Under Command	1 Prolonged & 2 Short Blasts / 2 minutes	Use this signal even if anchored.	120	
	Restricted in Ability to Maneuver				
	Constrained by Draft				
	Sailing				
	Fishing				
	Trawling				
	Towing				
	Pushing				
	Vessel Being Towed	1 Prolonged & 3 Short Blasts / 2 minutes	Sound if manned. Last vessel if more than one is being towed..	120	
	Vessel Being Pushed				
	Vessel Being Pushed or Towed Alongside				
	Pilot	See other signals, may add 4 short blast			
Vessel at Anchor	5 second Rapid Bell / 1 minute. If > 100m add 5 second Gong. All may add 1 Short, 1 Prolonged & 1 Short Blast.	No sound is necessary for vessels < 20m if in designated anchorage areas.	122		
Aground	3 Bell Strikes, 5 second Bell & 3 Bell Strike		122		