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| <p>1 Application All high seas & connected waters navigable by seagoing vessels. Local authority & government rules take precedence.</p> | <p>2 Responsibility There is no exoneration for collision. There is no right of way. Have due regard to special conditions.</p> | <p>3 General Definitions Vessel: all craft inc. seaplanes, sailing, power, fishing, NUC, RAM, Constrained By Draught, ACV, WIG. Underway. Restricted visibility. NB Tugs / tows.</p> |
| <p>Rule 4 Rules 5 - 10 apply in any visibility</p> | | |
| <p>5 Look-out A good look-out must be maintained at all times by sight & hearing & by all available means, including radar if available.</p> | <p>6 Safe speed For visibility, traffic density, maneuverability, background shore lights, wind, sea state, current, draught, depth, hazards, radar.</p> | <p>7 Risk of Collision Use all available means to determine risk of collision. Constant compass bearing confirms risk. Use radar if available, with care.</p> |
| <p>8 Action to avoid collision Must be positive (clear) & in ample time. Avoid crossing ahead. Consider any further danger & navigational implications.</p> | <p>9 Narrow Channels Navigate on starboard side of channel. Sailing or < 20m must not impede vessels which can navigate safely only within the channel. Fishing shall not impede other vessels. Avoid anchoring. Sharp bends - long blast. Overtaking vessels must indicate their intention if the overtaken vessel would have to take action.</p> | <p>10 Traffic Separation Schemes Proceed in correct direction. Keep clear of TSS & take care at end. Join/leave at end, or at as small an angle as possible. Avoid crossing or head at 90°. Use inshore zone only if cannot safely use offshore zone, or sailing or < 20m. Use separation zone only in emergency or if fishing, joining or crossing. Avoid anchoring. Fishing, sailing or < 20m shall not impede others.</p> |
| <p>11 Rules 12-18 only apply when in sight of another vessel.</p> | | |
| <p>12 Sailing Wind on port side gives way to wind on starboard side. Same side - vessel to windward gives way. If unsure & you have wind to port then give way.</p> | <p>13 Overtaking - all vessels Highest priority rule. Overtaking vessel gives way. If in doubt act as if overtaking. Overtaking when initial approach from > 22.5° abaft the beam (in arc of stern light).</p> | <p>14 Head on - Power Alter course to starboard. Make sound signal. If in doubt act. Head on - if masthead lights nearly in line or both sidelights can be seen.</p> |
| <p>15 Crossing - Power Crossing power vessel gives way to power vessel on starboard side. Avoid crossing ahead.</p> | <p>16 Give way vessel As Rule 8. Early & substantial action is required.</p> | <p>17 Stand on vessel Shall keep course & speed but may take action if necessary & avoid collision. In a crossing situation, should generally not alter course to port.</p> |
| <p>18 Responsibilities Give way order: Low - Seaplane, power, sailing, fishing, CBD, RAM, NUC - High Only applies when underway.</p> | <p>19 Restricted visibility (Vessels not in sight). Safe speed, engines ready. Reduce speed or stop for fog signals heard forward of the beam. Navigate with caution till danger is past. If using radar, avoid turning to port for vessels forward of the beam (unless overtaking). Avoid turning towards vessels abeam or abaft the beam.</p> | |
| <p>20 Lights & Shapes Applies in all weathers. Lights to be shown from sunset to sunrise or when necessary. Shapes to be shown by day.</p> | | |
| <p>21 Light Definitions Masthead W 225°, sidelights G/R 112.5°, stern lights W 135°, towing light (Yellow stern), all round - 360°, flashing (120 fpm).</p> | | |
| <p>22 Light Visibilities Different length vessels have different minimum ranges.</p> | | |
| <p>23 Power Vessel underway Masthead light forward. Second masthead light to stern & higher (<50m long may omit). Sidelights & stern lights. Air Cushion Vessel - 360° Fl Yellow. Wing In Ground - 360° Fl Red. < 12m may use all round white & sidelights < 7m & < 7 knots may use 360° white, & sidelights if practical. < 12m masthead or all round</p> | | |

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| <p>24 Towing or Pushing Towing vessel - two masthead lights if total tow length < 200m. Three mastheads if > 200m. Rigid pushing - as power. Pushing or alongside - two mastheads, no towing light. Towed vessel (unless submerged) - stern & sidelights. Diamond shape if > 200m. Pushed or alongside - sidelights plus sternlights if alongside. Inconspicuous, partly submerged tows etc: < 25m breadth - 360° white front & rear; > 25m breadth - additional 360° whites at extremities. > 100m length - additional 360° white lights every 100m. > 200m - diamond aft plus diamond forward If sufficient cause, indicate as well as possible - illuminate tow line.</p> | | |
| <p>25 Sailing or oars - underway Sailing - side & stern lights. May also show red/green 360° at masthead < 20m may use tricolor instead.</p> | | <p>< 7m may have 360° white lantern. Oars may just have lantern / torch. Motor sailing - show cone.</p> |
| <p>26 Fishing - Underway or at anchor: Trawling - green / white all round - or 2 cones point to point = basket > 50m must also show a masthead abaft & higher. Not trawling - red / white all round - or 2 cones point to point = basket. If gear is out > 150m - show all round white or cone in direction of gear. Making way - show stern & sidelights (ie white 360° replaces masthead)</p> | | |
| <p>27 Other vessels NUC - 2 red all rounds - or 2 black balls. Making way - also stern & sidelights, but no masthead light. RAM (except mine clearing) - 360° vertical red / white / red - or ball / diamond / ball vertical. Making way - also show masthead, stern & sidelights. Anchor - in addition. Towing which is also RAM - as for RAM.</p> | | <p>Dredging or underwater activities - as for RAM, plus 2 reds / balls (unsafe side) & 2 greens / diamonds (safe side). No anchor lights required. Small vessels may use IC 'A' flag & red /white /red lights. Mine clearance - power/anchor plus 3 green lights or 3 black balls on foremast & fore yards. Stay clear > 1000m. < 12m: unless diving can omit signals</p> |
| <p>28 Constrained by Draught 3 reds vertical or a cylinder</p> | <p>29 Pilot vessels on duty 360° white over 360° red, or white / red flag plus anchor light or if underway stern & sidelights. 360° white replaces masthead light.</p> | <p>30 Anchored Vessels / Aground 360° white or ball. < 7m away from fairway, channels etc need not show signals. < 12m aground may act as if at anchor > 50m - high at fore, low at stern. > 100m must illuminate decks. Aground - as above, plus 2 reds vertical or three balls total.</p> |
| <p>31 Seaplanes Adhere to rules as closely as possible.</p> | <p>32 Sound Definitions Short blast: 1 sec Long blast: 4 - 6 secs</p> | <p>33 Sound Equipment >12m: whistle, >20m: +bell, >100m: +gong. < 12m: an efficient signal.</p> |
| <p>34 Manoeuvring & Warning Signals Power underway (whistle): Starboard: ● ● Port: ● ● Engines Astern: ● ● ● May also flash light 1 sec, > 10 secs between signals Overtaking in channels: Starboard: — — ● Port: — — ● ● Agree (morse C): — ● — ● Any vessel in doubt: (may also use lights) ● ● ● ● ● Bend in channel etc —</p> | | |
| <p>35 Sounds in restricted visibility All signals every 2 minutes underway, every minute at anchor. Power: making way Underway only (stopped) (2 secs between). — NUC, RAM, CBD, Fishing, Sailing, Tug (lame duck): — ● ● Towed vessel (last): — ● ● ● Anchor:  for 5 secs every minute. > 100m,  in forepart followed by  aft. Warning: ● — ● Aground: In addition to anchor:    + anchor signal +   . May also whistle. Pilot Vessel on duty: — ● ● ● ● < 12m: as above or sound < 2 minutes apart.</p> | | |
| <p>36 Attention - Any other signal so as not to be mistaken or embarrass any vessel</p> | | |
| <p>Signals for Fishing Vessels in close proximity Show these signals at lower level than normal fishing lights. Trawling: Shooting nets: white. Hauling nets: white over red. Nets caught fast: red over red Pair Trawling - searchlight towards pair vessel. Purse Seine - 2 Vert Fl Alt yellow every second.</p> | | |
| <p>Distress Signals: Gun; Continuous Noise; Red Rocket/Shell Stars; Morse SOS - radio, noise, light; VHF MAYDAY; Flags N over C; Square & Ball; Flames; Red Parachute or HH Flare; Orange Smoke; Arms Raised/Lowered; Radiotelegraph; Radiotelephone; EPIRB; SART.</p> | | |
| <p>RAM = Restricted in ability to manoeuvre CBD = Constrained by Draught</p> | | <p>NUC = Not under Command</p> |