

# Navigation Rules

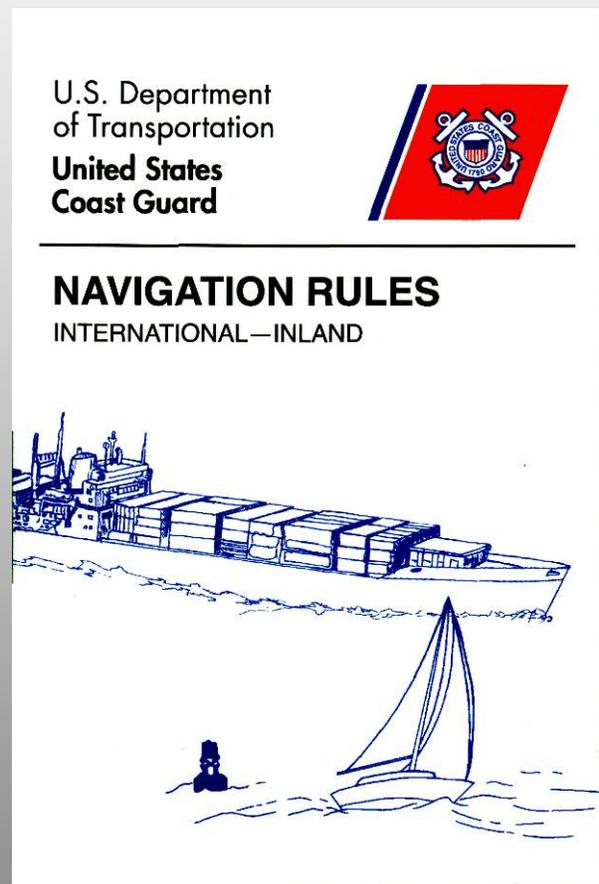
## Coasters Harbor Navy Yacht Club

[www.nwc.navy.mil/chnyc](http://www.nwc.navy.mil/chnyc)



# US Coast Guard

- **International**
- **Inland**
- **72 COLREGS**
- **COMDTINST  
M16672.2D**
- **Marine  
Navigation  
home page**  
– [www.nima.mil/](http://www.nima.mil/)



# Rules Outline

- **General**
- **Steering & Sailing**
  - Look-out
  - Safe speed
  - Risk of collision
  - Act to avoid collisions
  - Narrow channels
  - Traffic separation
- **Vessels in sight of another**
- **Restricted visibility**
- **Lights, shapes & sounds**

# Steering & Sailing Rules

- **Every vessel shall keep a proper lookout at all times**
- **Safe speed to avoid collision**
  - **Stop within distance appropriate to prevailing circumstances and conditions**
    - Maneuverability
    - Visibility
    - Weather
    - Draft

# Risk of Collision

- **Compass bearing of approaching vessel does not appreciably change**
  - Constant Bearing Decreasing Range
- **Also approaching**
  - Very large vessel or tow
  - Vessels at close range

# Avoid Collisions

- **Maneuver in**
  - Positive manner
  - Ample time
  - Regard good seamanship
- **Course**
  - Large enough with sea room
  - Pass at safe distance
- **Course and speed**
  - Slacken speed
  - Stop
  - Reverse direction
- **Check continuously**

# Narrow Channels

- **Vessels less than 20 meters and sailing vessels shall**
  - **Not impede passage within narrow channel or fairway**
- **When in doubt of safe passing, sound the danger signal**
- **Avoid anchoring in narrow channels**

# Vessels Are In Sight

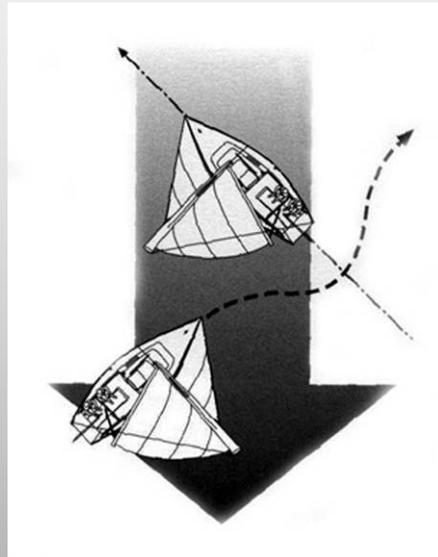
- Purpose is to avoid collisions
- Boat that has the “right-of-way”
  - Stand-on vessel
  - Maintain course and speed
- The give-way vessel must keep out of the way
  - Make obvious course or speed change
  - Do it early
- Always avoid collisions
  - Both skippers at fault

# Rules Summary

- **Sailing vessels**
  - **Starboard tack over port tack**
  - **Leeward vessels over windward vessel**
- **Overtaken vessel over overtaking vessel**
- **Sailboats over powerboats**
- **Stay clear of large vessels**

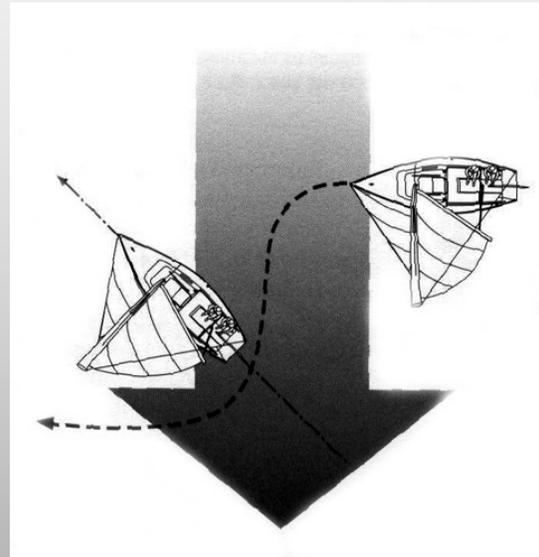
# Starboard Tack

- **Sailboat on starboard tack is the stand-on vessel**
  - Opposite tacks
  - Hold course
- **Sailboat on port tack is the give-way vessel**
  - Change course
  - Aim behind the stern of the starboard tack boat



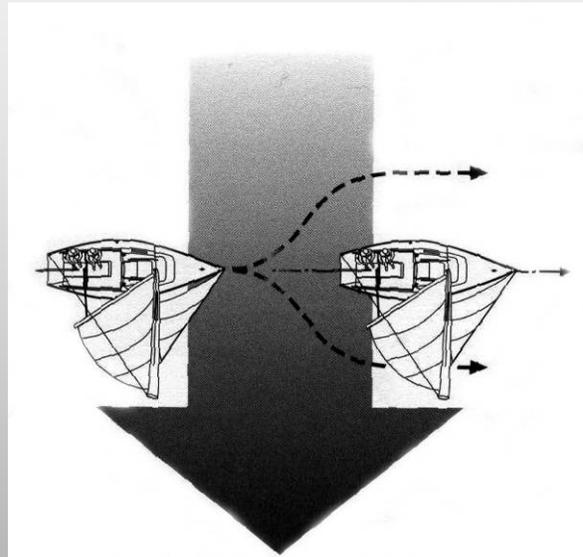
# Leeward Vessel

- On the same tack
- Leeward vessel is the stand-on vessel
  - Hold course
- Windward vessel is the give-way vessel
  - The boat upwind
  - Yield by steering behind



# Overtaken Vessel

- **Boat doing the passing is the give-way vessel**
  - Change course to go around the slower boat
  - **Including when sailboat is overtaking powerboat**
- **Boat being passed is the stand-on vessel**
  - Should hold its course.

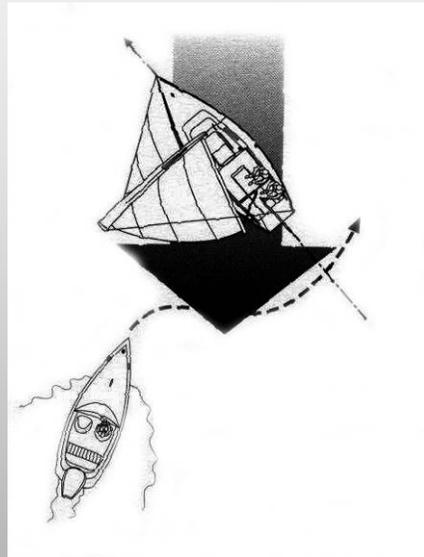


# Who Is Stand-On?



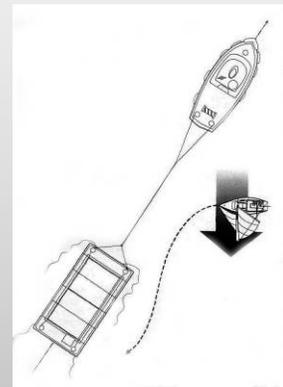
# When Crossing

- **Powerboats** assumed more maneuverable and must yield
  - Includes sailboats under power
- **Sailboat** is the stand-on vessel
  - Hold course
- **Powerboat** is the give-way vessel
  - Maneuvers to avoid



# Large Vessels

- **Large ships have difficulty maneuvering**
  - Tugs with tows
  - Barge ahead or astern
  - Look behind for barge
  - Never cross between tug and tow
- **Give them a wide berth**
- **Give way when they are in a channel**
  - Tack or die



# Priority for Stand-On

- **From top to bottom:**
  - **Disabled vessels (NUC)**
  - **Difficult to maneuver**
  - **Restricted by draft**
  - **Commercial fishing**
  - **Sailboat**
  - **Powerboat**
  - **Row/paddle boat**
- **When in doubt, yield!**

# Reduced Visibility

- **Not in sight of one another**
  - Proceed at safe speed
- **Fog signal forward of beam**
  - Reduce speed to minimum
  - Maintain steerageway
  - Stop
  - Proceed cautiously
- **There is no give-way vessel**
- **In-sight signals do not apply**

# Reduced Visibility Sound

- **Sound (fog) signals**
  - Short = 1 second
  - Prolonged = 4-6 seconds
  - Bell
- **Power vessel - making way**
  - One prolonged every two minutes
- **Power not making way**
  - Two prolonged every two minutes

# Reduced Visibility Sound

- **One prolonged and two short blasts every 2 minutes if you are:**
  - **Sailing**
  - **Fishing**
  - **Not under command**
  - **Constrained by draft**
  - **Restricted maneuverability**
  - **Towing or pushing**
- **Towed & manned**
  - **One prolonged and three short every two minutes**

# Reduced Visibility Sound

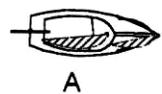
- **Anchored**
  - **Five second bell every one minute**
  - **Add gong aft if over 100 meters**
- **Aground**
  - **Same as anchored and add three bell strokes before and after 5 second bell**

# Sailing & Steering Review

Wind is coming from the top of the page.



1.  A  B

2.  A  B

3.  A  B

4.  A  B

5.  A  B

6.  A 6 knots  B 3 knots

7.  A  B

8.  A  B N°8°  C°7°

9.  A  B

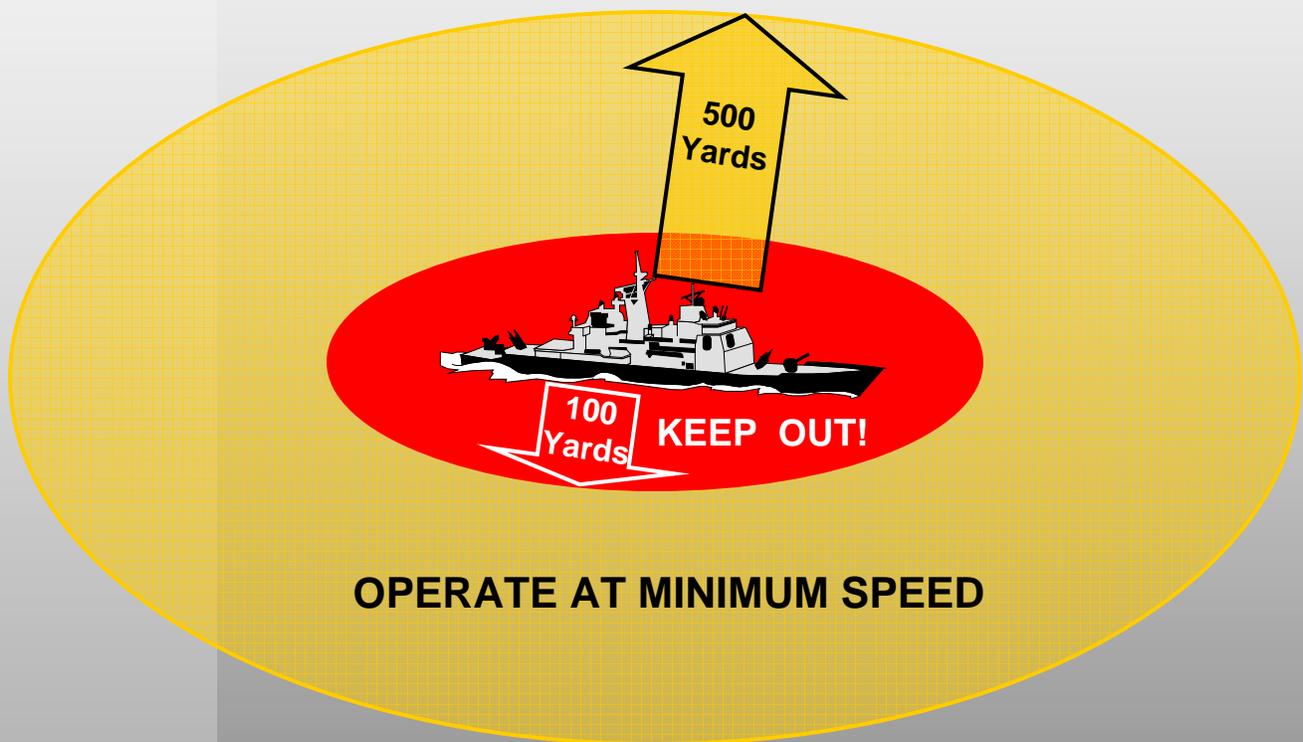
10.  A  B

11.  A  B

12.  A  B

# WARNING!

**Do not approach within 100 yards of any U.S. naval vessel.** If you need to pass within 100 yards of a U.S. naval vessel in order to ensure a safe passage in accordance with the Navigation Rules, you must contact the U.S. naval vessel or the Coast Guard escort vessel on VHF-FM channel 16.



**You must operate at minimum speed within 500 yards of any U.S. naval vessel** and proceed as directed by the Commanding Officer or the official patrol.

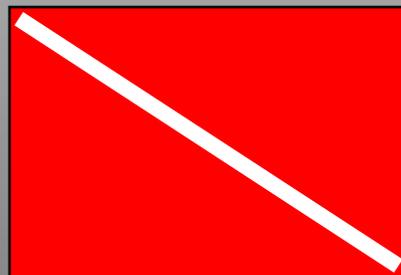
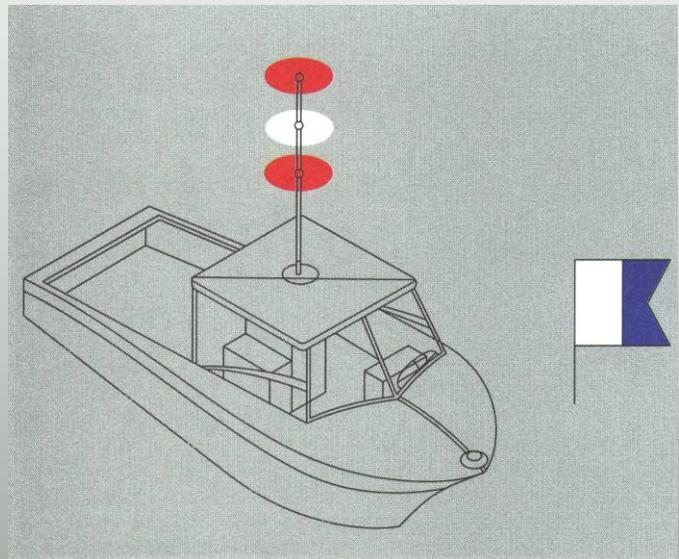
Violations of the Naval Vessel Protection Zone are a felony offense, punishable by up to 6 years in prison and/or up to \$250,000 in fines

# Lights & Shapes

- **Lights from sunset to sunrise**
  - Reduced visibility
  - Fog, rain, snow
- **Condensed for hours of normal marina operations**
- **Shapes from sunrise to sunset**
- **Also condensed for likely situations during recreational sailing periods**

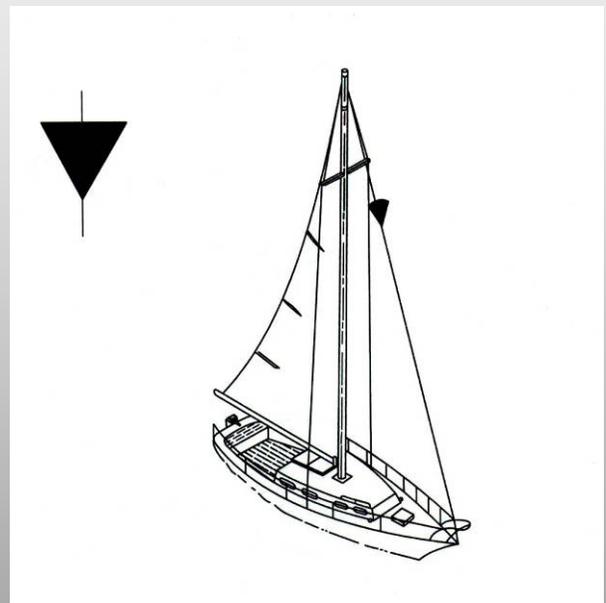
# Diving Operations

- **Three all-round lights in vertical line**
- **Rigid replica of international code flag “A”**
- **State also recognizes “divers” flag**



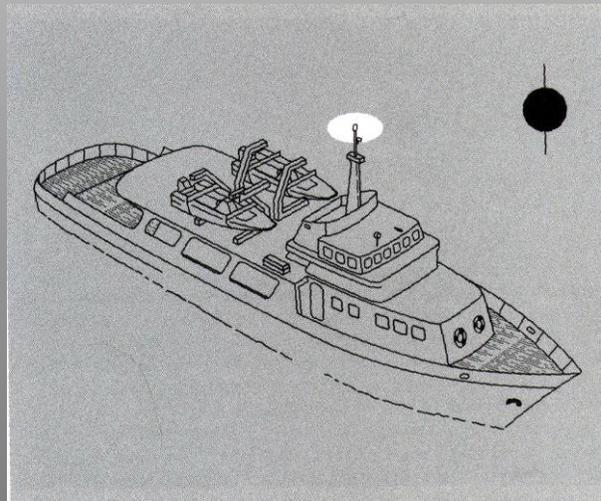
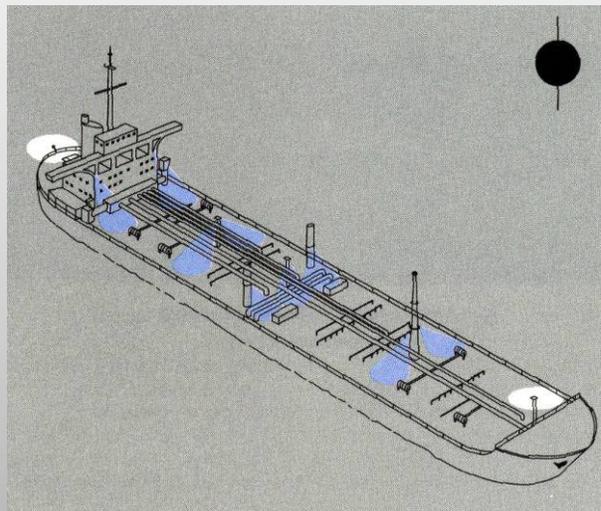
# Under Sail & Power

- **Cone shape, apex downward**
- **Less than 12 meters not required**
  - **May do so**



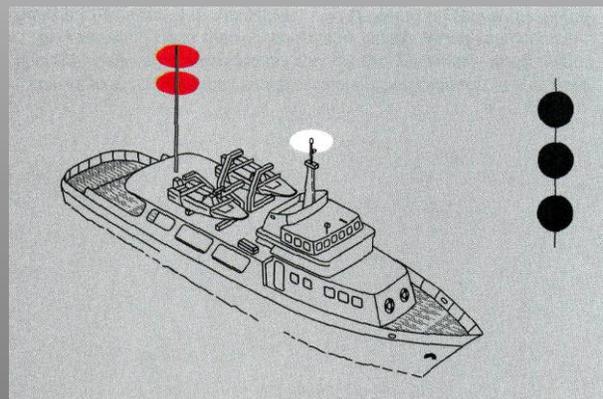
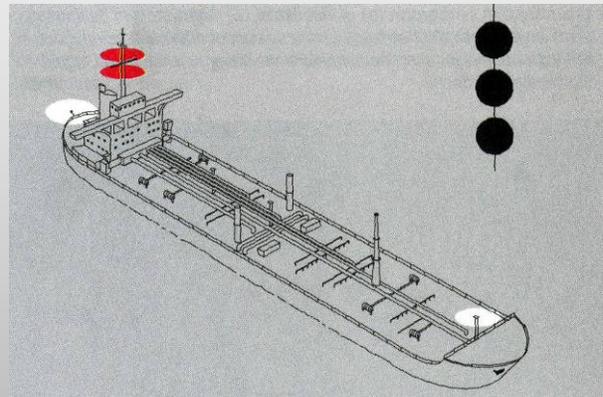
# Anchored

- **Forward all-white light or black ball**
- **At or near stern, and lower than light above, all-round white light**
- **Less than 50m, one all-round white light**



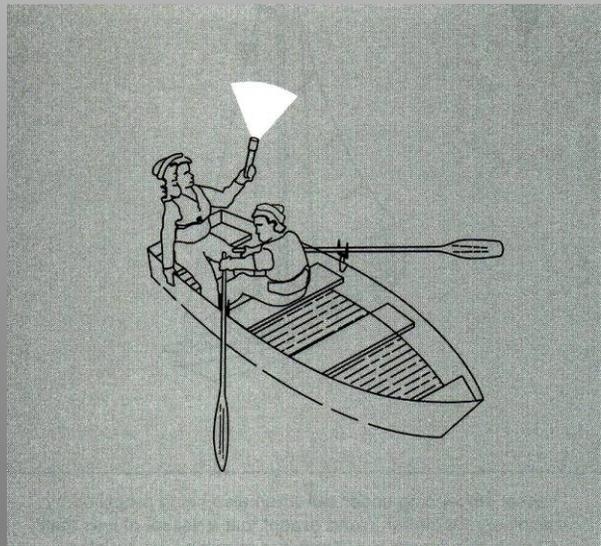
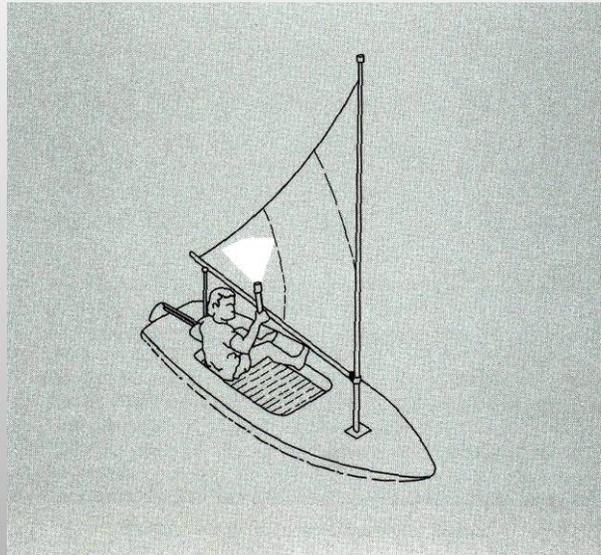
# Aground

- Two all-round red lights in vertical lights,
- In addition to “anchor” lights
- Three balls in a vertical line



# Sailing Vessel < 7m

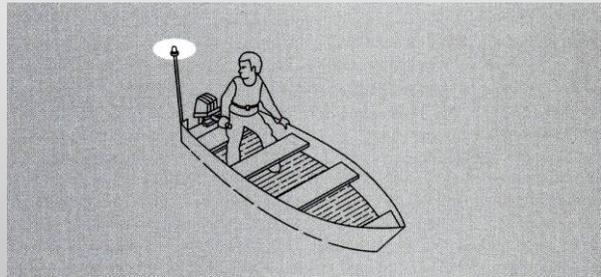
- **Have ready a hand electric torch (BFL)**
- **Display in time to prevent collision**
- **Under oars same as sailing vessels**



# Power Driven Vessel

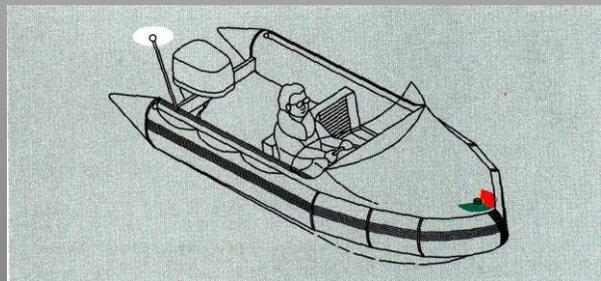
- **Less than 7 meters**

- **Speed < 7 knots**
- **All-round white light**



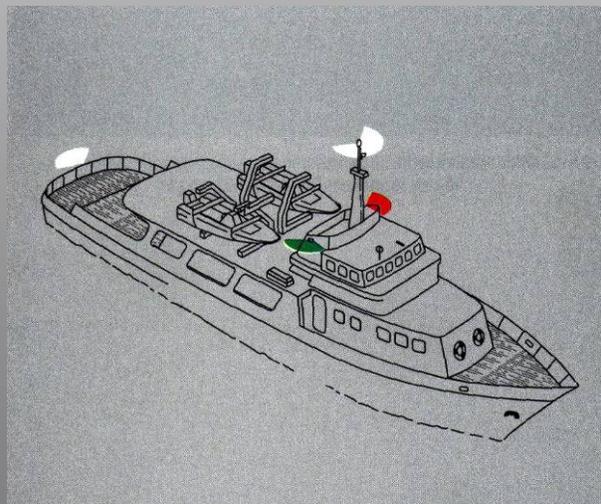
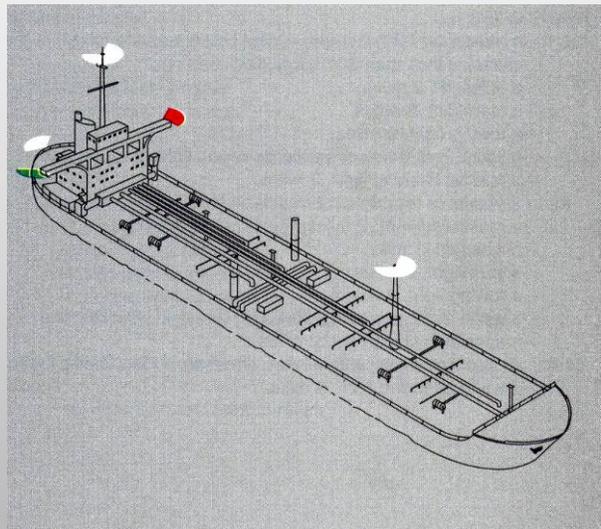
- **Less than 12 meters**

- **Side lights in one lantern**
- **All-round white light**



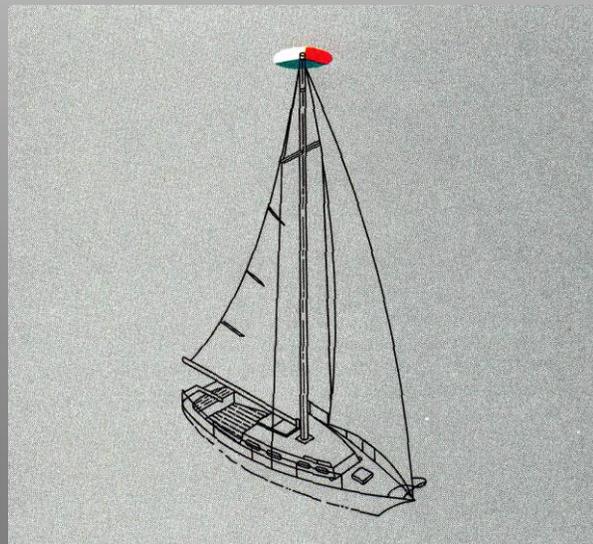
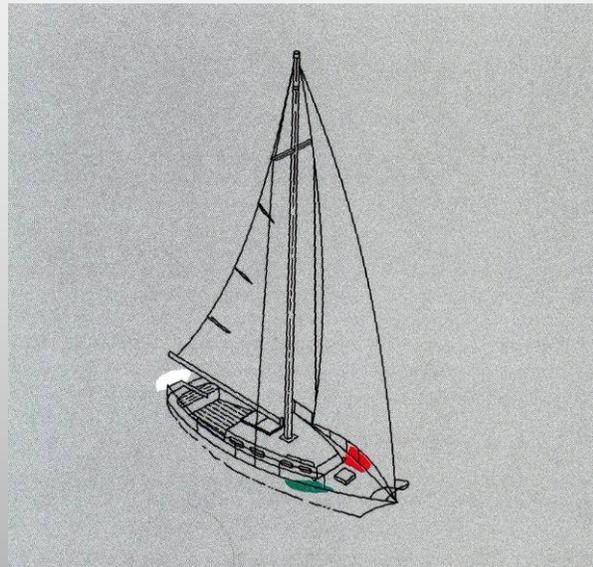
# Power Driven Vessel

- **Two white masthead lights**
- **Red & green sidelights**
- **White stern light**
- **Less than 50m**
  - **One masthead light**



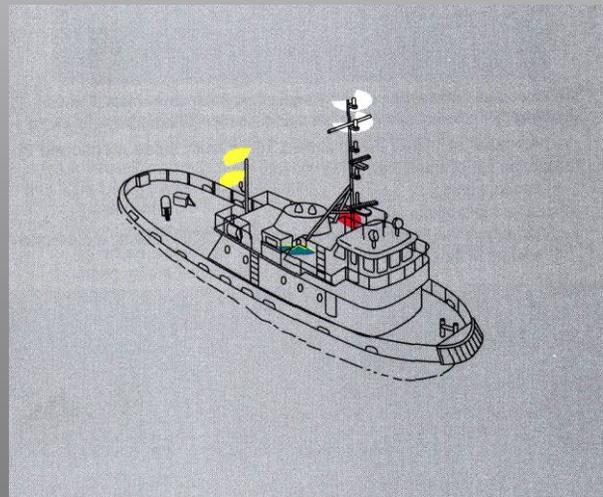
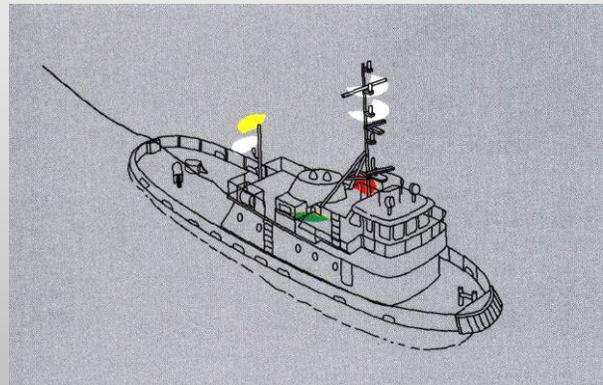
# Sailing Vessel Underway

- **Side lights and stern light**
- **Less than 20m, combine in one lantern carried at or near top of mast.**



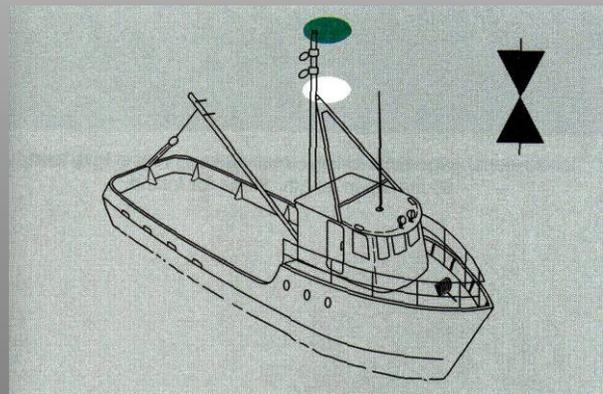
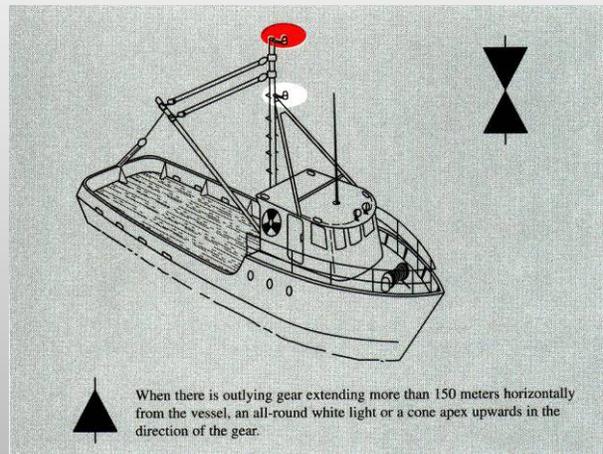
# Towing & Pushing

- **Two masthead lights in vertical line**
  - When tow > 200M, three
- **Sidelights**
- **Sternlight**
- **Towing light vertically above stern light**



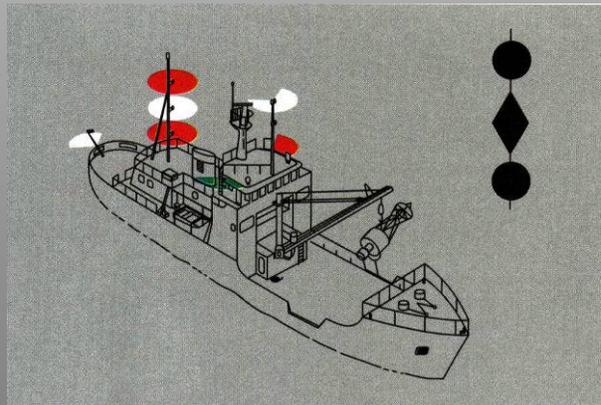
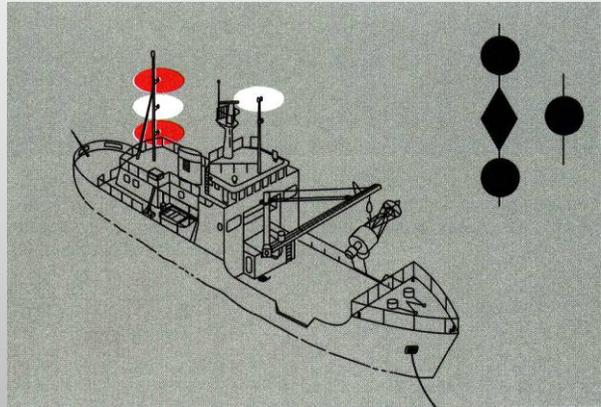
# Fishing & Trawling

- **Two all-round lights, red over white, in vertical line**
- **When making way add side-lights and sternlight**
- **Trawling: green over white**



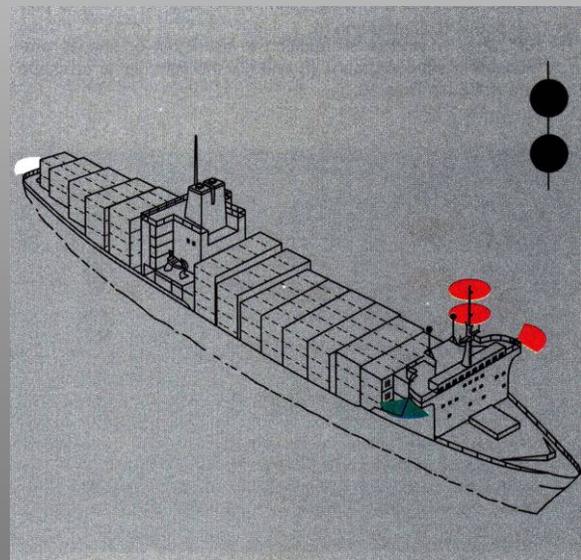
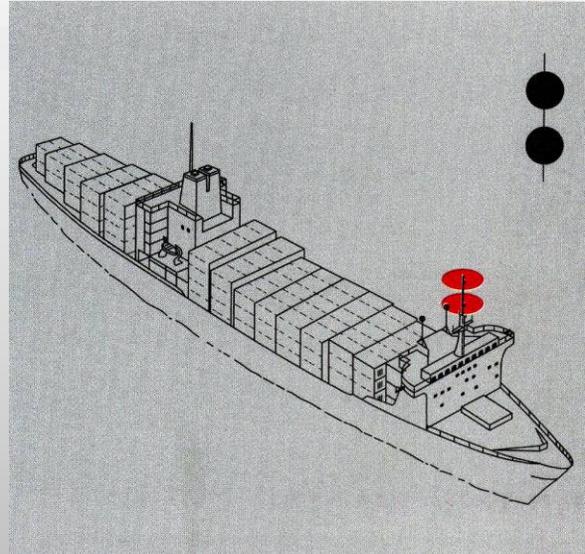
# Restricted Maneuverability

- **Three all-round vertical lights; red over white over red**
- **When anchored add white “anchor” light**
- **Underway add masthead, sidelights and sternlight**



# Not Under Command

- **Two all-round red lights in vertical line**
- **Two balls in vertical line**
- **When making way add sidelights & sternlight**



# Distress Signals

- When vessel in distress and requires assistance exhibit signals in Annex IV to Nav Rules
- You must render assistance

