

thereof with the exceptions and additions made in the following Rules.

Lights and Signals.

5. Dumb-craft may between sunset and sunrise in lieu of the lights prescribed by the General Regulations exhibit in the forepart of the craft a white light distinctly visible on all sides not less in height above deck or above any cargo or other obstruction on the deck :

(1) When at anchor than five feet.

(2) When being towed than three feet.

(3) In any case the sternmost of the craft towed shall also exhibit a white light at the stern and when craft are being towed in lines abreast then the sternmost of each line shall shew a white light at the stern.

6. A passenger steamer plying on the river while under way and in motion shall in all weathers between sunset and sunrise carry at the stern a bright white light in a lantern so constructed fitted and screened as to show an unbroken light over an arc of the horizon of twelve points of the compass viz. :—for six points from right aft on each side of the steamer and of such a character as to be visible on a dark night with a clear atmosphere at a distance of at least one mile.

7. (1) A dredger other than a grab dredger when at work or in position for working shall carry the following lights and signals viz. :—

Lights between sunset and sunrise :—

(a) Forward.—On the forward part of the dredger at a height of not less than twenty and not exceeding forty feet above the hull a white light in a lantern so constructed and placed as to shew a clear uniform and unbroken light visible all round the horizon at a distance of at least one mile.

(b) Amidships.—Three similar lights (two red and one white) in similar lanterns in triangular form not less than eight feet apart at right angles to the keel with the apex marked by one of the red lights uppermost and the white light indicating the side of the dredger on which vessels may safely pass the base of the triangle to be not less than 3 feet above the highest point of the main framework.

(c) Aft.—One similar white light at or near the stern of the dredger and at such a height that it shall not be less than fifteen feet lower than the forward light.

Every other light in use on the dredger shall as far as reasonably practicable be so screened as not to be seen except from the deck of the dredger.

Signals between sunrise and sunset :—

Amidships.—Three balls or shapes (two red and one black) of not less than two feet in diameter in triangular form in the same positions as those described in these rules for the lights to be placed amidships on a dredger the black ball to indicate the side of the dredger on which vessels may safely pass.

(2) A dredger when not at work or in position for working shall carry the ordinary lights and signals prescribed by the General Regulations and by these Rules.

8. A vessel taking the ground except when lying alongside any quay jetty wharf or landing place shall during the day so long as the said vessel shall remain aground exhibit two balls on the foremast in a vertical line one above the other three feet apart not less than fifteen inches diameter and at least twenty feet above the water.

9. A vessel when at anchor except when lying alongside any quay jetty wharf or landing place

shall between sunrise and sunset carry in the forward part of the vessel at a height of not less than twenty and not exceeding forty feet above the hull a black ball not less than fifteen inches in diameter provided that in the case of a vessel within Article 7 of the General Regulations such black ball may be carried at a height above the gunwale not less than nine feet.

10. A vessel moored alongside any quay pier jetty wharf or landing place and not ready to leave shall carry where it can best be seen a white light visible all round the horizon.

11. A steam vessel with steam up crew on board and ready to leave when lying afloat alongside any quay jetty wharf landing place or another vessel shall between sunset and sunrise carry the lights prescribed by Article 2 of the General Regulations and when casting off either by day or by night shall blow her whistle.

12. A vessel employed to mark the position of a wreck or other obstruction shall exhibit

By Day—Three balls on a yard twenty feet above the water two of the said balls placed vertically on the side on which navigating vessels may safely pass and one on the other side.

By Night—Three white fixed lights similarly arranged but not the ordinary riding light.

Vessels navigating the river shall pass on that side of her on which the two balls or two lights are shewn.

13. A vessel when engaged in sweeping for anchors or other obstructions shall fly at the masthead a red flag not less than four feet square.

Whistle Signals.

14. When a steam vessel is commencing to turn round or for any other reason is not under command and cannot get out of the way of an approaching vessel she shall signify the same by four short blasts of the steam whistle in rapid succession and it shall thereupon be the duty of the approaching vessel to keep out of the way of the steam vessel so situated. A steam vessel commencing to turn round shall immediately before giving the signal referred to in this Rule indicate the direction in which she proposes to turn by sounding the one short blast or two short blast signals prescribed by Article 28 of the General Regulations. A vessel not under command shall as speedily as possible get fore and aft the river head to tide and under command. If a sailing vessel or any other craft in tow is situated as above mentioned the said whistle signals shall be made by the tug.

15. A vessel whilst aground shall on the approach of any other vessel within a mile sound her whistle or fog-horn at intervals of five minutes until the approaching vessel has passed clear giving on each occasion two long blasts and a short intermediate one. A vessel aground in a fog shall ring her bell every two minutes but on hearing the whistle or fog-horn of an approaching vessel shall make the aforementioned signal with her whistle or fog-horn.

16. A vessel requiring the services of a tug shall give five short blasts on the whistle. If the vessel is aground the blasts shall be given at intervals between the grounding signals.

17. No vessel shall give any signals with the whistle save and except such signals as may be authorized by these Rules or by the General Regulations. Private whistle signals are absolutely forbidden except such as may be from time to time duly authorized by the Undertakers.