

3. Vessels proceeding in the same direction must not attempt to overtake and pass a vessel ahead in any of the channels in the Firth, or within the seaward entrances of the North and South channels.

This is not intended to apply to small fishing craft, and vessels of similar size, which must carefully observe the rule of the road whilst keeping out of the way of larger vessels.

4. No vessel (other than H.M. Ships and allied Men-of-War) or boat shall without special permission move in or approach the Port during the hours of official night, and no boat (other than those belonging to H.M. Ships and allied Men-of-War) shall without special permission approach the shore or go alongside any pier or wharf in the Port of Inverness.

5. Pilotage is compulsory for all vessels of 8 feet draught and over (other than H.M. Ships and allied Men-of-War) entering or leaving the Port of Inverness, unless otherwise ordered by the Naval Authorities.

6. Vessels, when cleared, shall wait for the orders from Naval Authorities before leaving.

7. Drifters engaged on Inverness Pilotage duty will fly the pilot flag, and will be stationed at the Examination anchorage off Cromarty, and all vessels arriving are to close the drifter flying this flag, after speaking the Examination vessel, and obey any orders they may receive.

8. Incoming and outgoing traffic will be regulated by signals hoisted at Fort George and on the Control vessel stationed seaward of the entrance to the port.

9. Traffic signals are to be strictly obeyed, and no vessel shall approach the entrances when the signals displayed are not in her favour, and no outgoing vessel is to approach Chanonry point within half a mile whilst the signals are against her.

10. Vessels proceeding with the tidal stream will, as a rule, be given priority over those proceeding against the tidal stream, but the signals are equally applicable to all vessels entering or leaving the harbour, and they are only to use the channel between the light-buoys defining the ship passages.

11. Ingoing and outgoing vessels shall not pass through the ship passages simultaneously. If through any misunderstanding an outgoing and an incoming ship are approaching the ship passages simultaneously, then the ship proceeding against the tidal stream shall give way and wait until the entrance is clear.

12. Vessels are to pass through the ship passage at a speed not exceeding 12 knots.

13. Inward-bound vessels, with special permission to be under way in Inverness frith and approaches during the hours of official night, when within 3 mile of the whistle-buoy off Cromarty and until they arrive at their anchorage within the Port of Inverness are to exhibit navigation lights (with the exception of a stern light, which is not to be shown).

Outgoing vessels are to carry similar lights which are to be extinguished as soon as they are past Cromarty.

14. All vessels under way within the limits of the Port of Inverness are to exhibit navigation lights during the daylight hours, when owing to mist or other weather conditions the visibility is sufficiently low to render such a course desirable.

15. Vessels at anchor in the Port of Inverness and approaches are to obey all orders given them by the Naval Authorities as to the

exhibition or obscuring of riding lights and darkening of ships.

(2) Orkney Isles—Traffic Regulations.

I.—SCAPA FLOW AND APPROACHES.

1. All entrances are dangerous, and entry is absolutely prohibited by way of them except as provided in succeeding paragraphs.

2. Examination services have been established in the entrances to Hoxa and Hoy sounds; vessels directed to enter must communicate with the Examination vessel and follow the instructions received from her very carefully.

3. No vessel is permitted to approach the entrance to Hoxa sound within a radius of 5 miles under any circumstances whatever, except when actually ordered to Scapa Flow.

4. The only vessels permitted to enter Hoy sound from the westward are those ordered to Stromness.

5. Vessels are not permitted to enter Hoxa or Hoy sounds by night or in thick weather.

6. Passage through Cantick sound is entirely prohibited.

II.—PORT OF KIRK WALL AND APPROACHES.

1. The port of Kirkwall shall comprise all enclosed waters of the Wide Firth and Kirkwall bay to westward of Thieves holm.

2. Merchant vessels shall obey all orders given them by the Admiralty Port Officer as regards anchoring or shifting position.

3. No vessel other than H.M. Ships shall enter or leave the Port of Kirkwall during hours of darkness, *i.e.*, between half an hour after sunset and half an hour before sunrise, except in special circumstances with special permission from the Admiralty Port Officer.

4. During foggy and thick weather, traffic in and out of the port is stopped, and no vessel shall approach the boom from either direction.

5. No vessel other than H.M. Ships or boat shall move in the harbour during hours of darkness as aforesaid. And no boat other than those belonging to H.M. Ships shall approach the shore or go alongside any pier in the Port of Kirkwall.

6. All vessels other than H.M. Ships entering or leaving the Port of Kirkwall shall be piloted in and out by a Pilot drifter, and are prohibited from entering or leaving harbour unless so piloted, save and except only, (1) in the case of such British vessels as have a written exemption therefrom, issued by the Admiralty Port Officer, (2) when a liner is entering the harbour, the Pilot may at his discretion, when circumstances of tide and sea render it advisable, direct such liner to enter the harbour without being piloted, provided always that the gate is open for incoming traffic.

7. Vessels, when cleared, shall wait for the Pilot vessel to conduct them out of port, or proceed as directed by the Naval Authorities.

8. Drifters engaged on pilot duty will fly the pilot flag (white and red, horizontal).

9. Incoming and outgoing traffic will be regulated by signals hoisted at the yardarm of the Boom trawler and repeated at the Helliar holm lighthouse.

10. Traffic signals are to be strictly obeyed, and no vessel shall approach the entrance against the signal.

11. The following Traffic signals will be displayed at the Boom and at Helliar holm:—

Gate "Open for Incoming Traffic":

By day—Two balls, vertical.

By night—A red light.