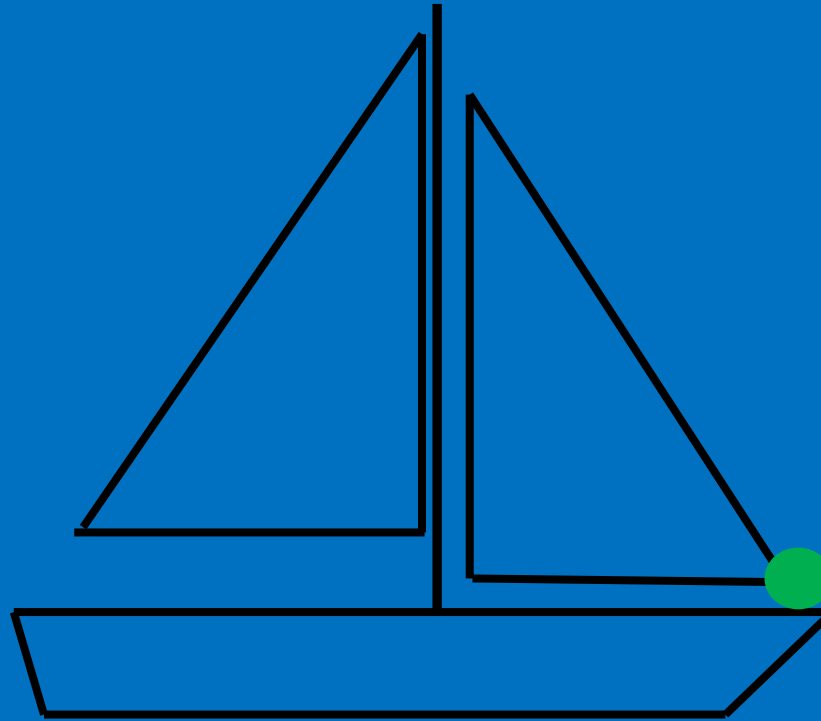
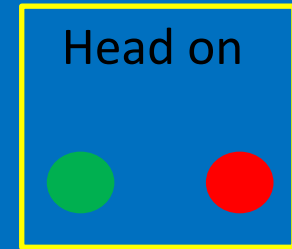
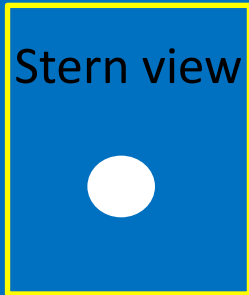
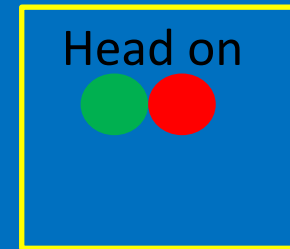
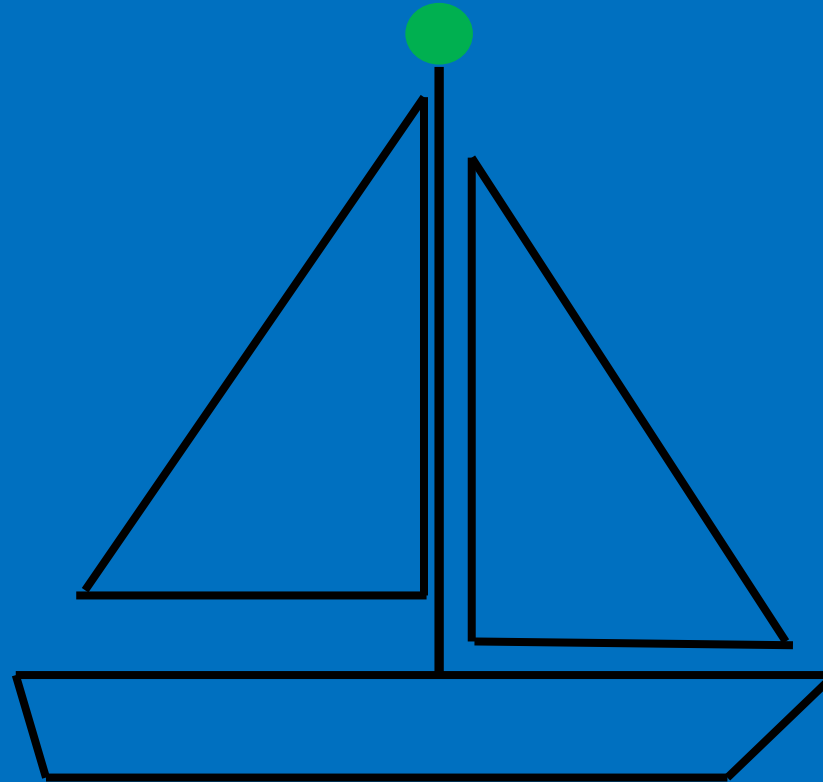
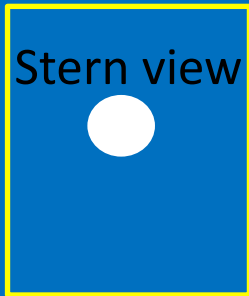


# Sailing - Night



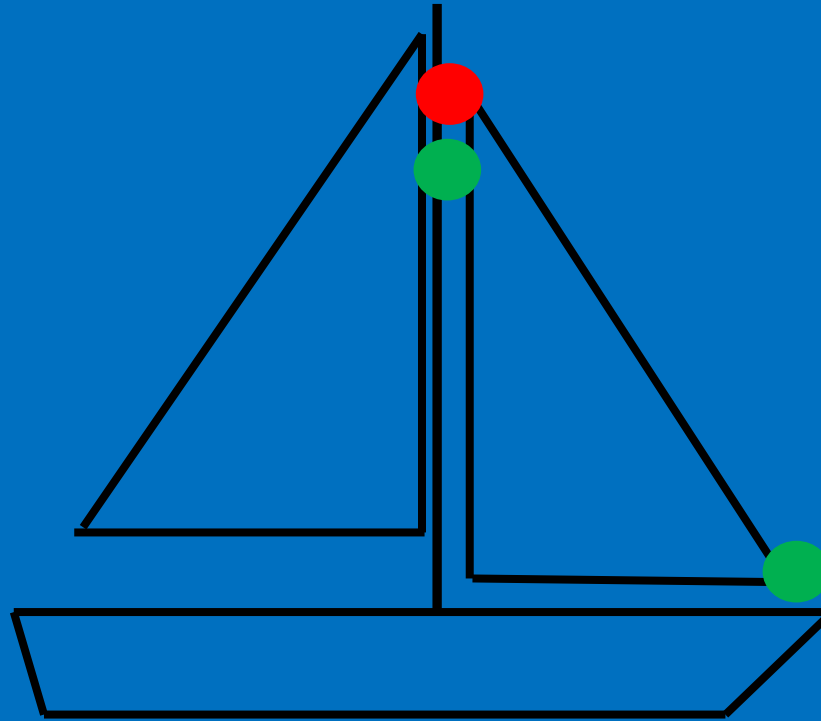
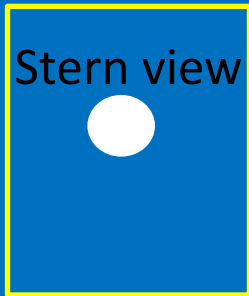
Side lights & stern light

# Sailing <20m - Night



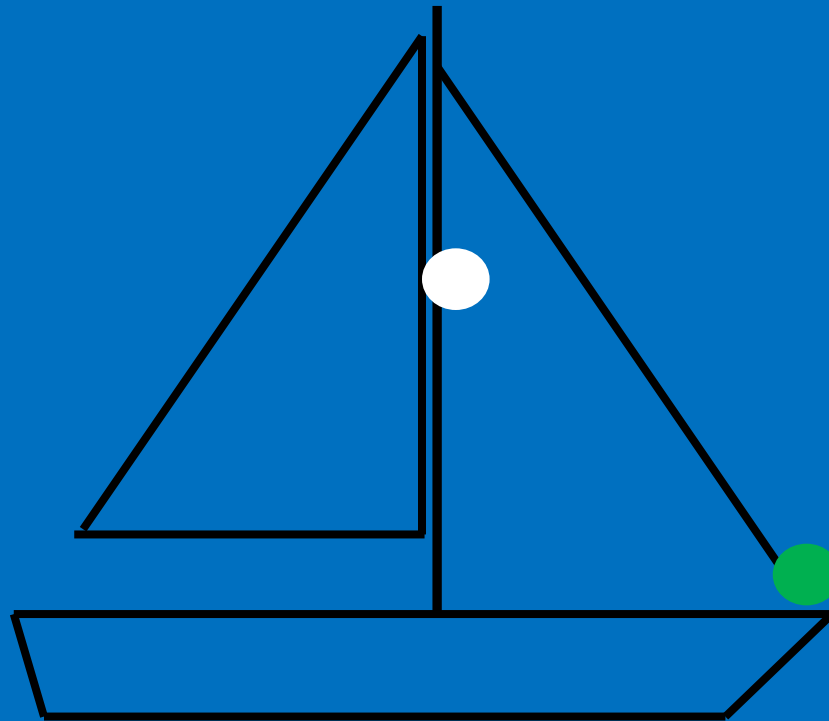
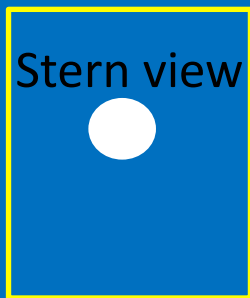
Tricolour – 1 bulb only saves power

# Sailing > 20m - Night



Side lights & stern light  
Plus an all round red over an all round green

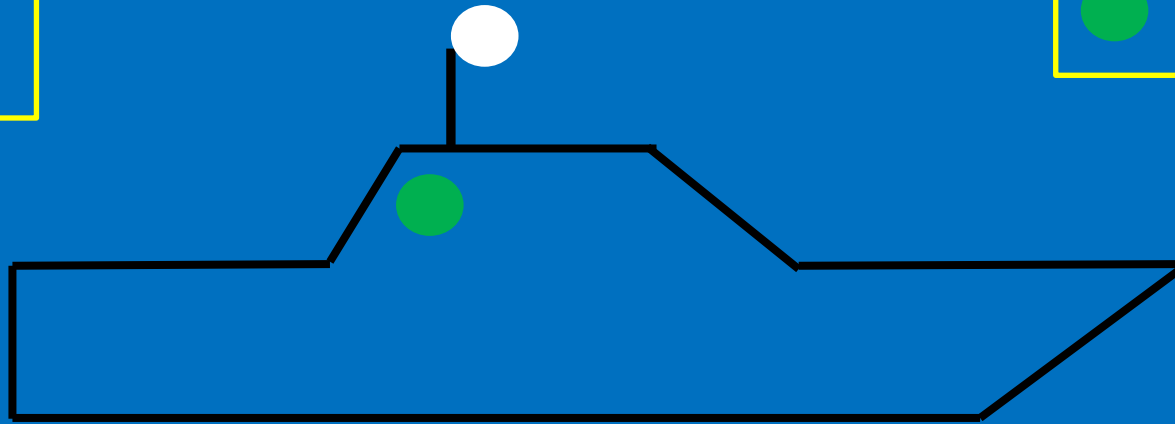
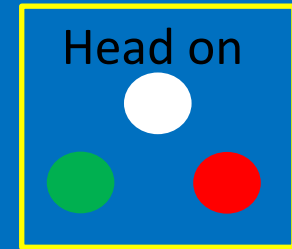
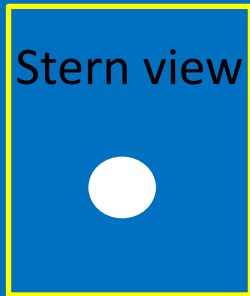
# Sailing – Night – under power



When under engine a sailing vessel becomes a power driven vessel regardless of whether or not she has any sails set.

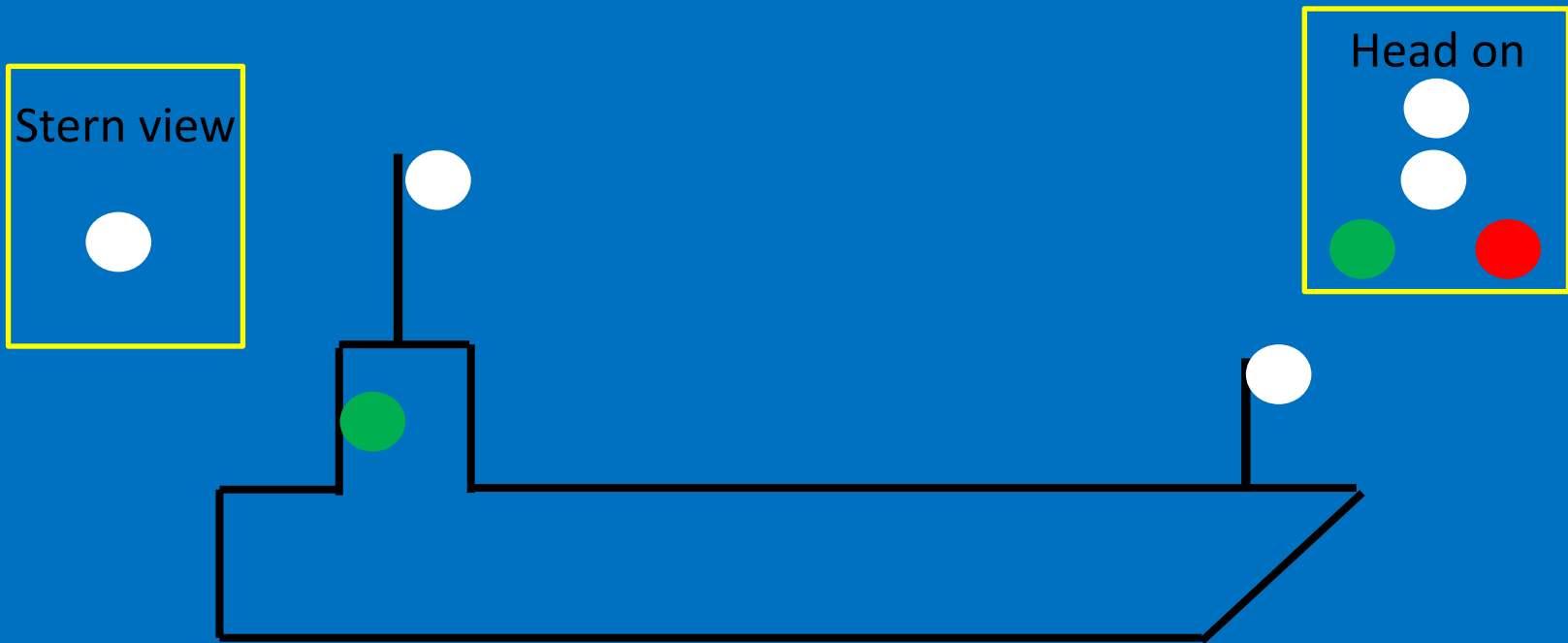
Steaming light, side lights & stern light.

# Power driven vessel - Night



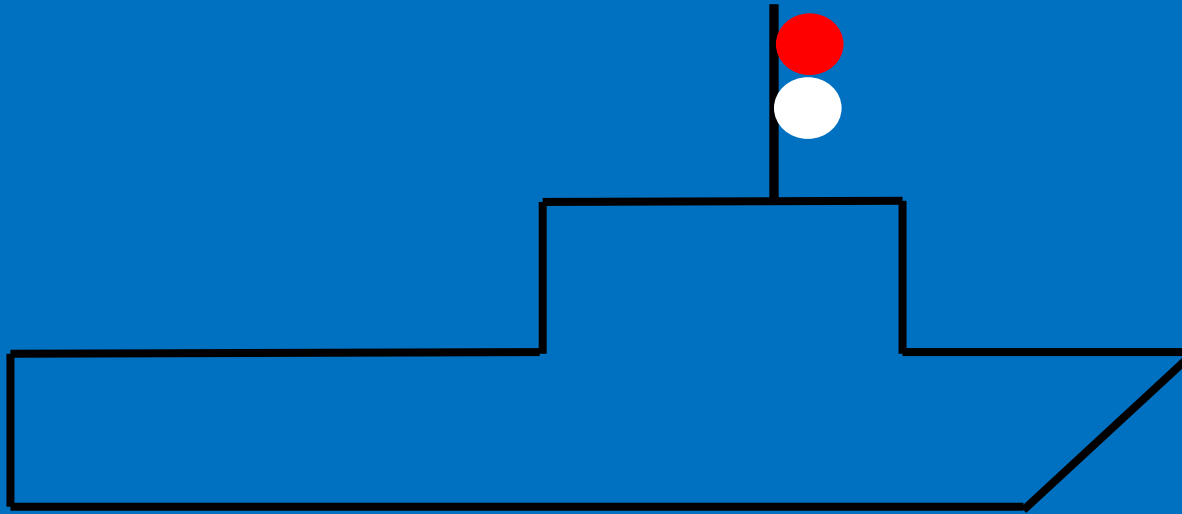
Steaming light, side lights & stern light

# Power driven vessel >50m - Night



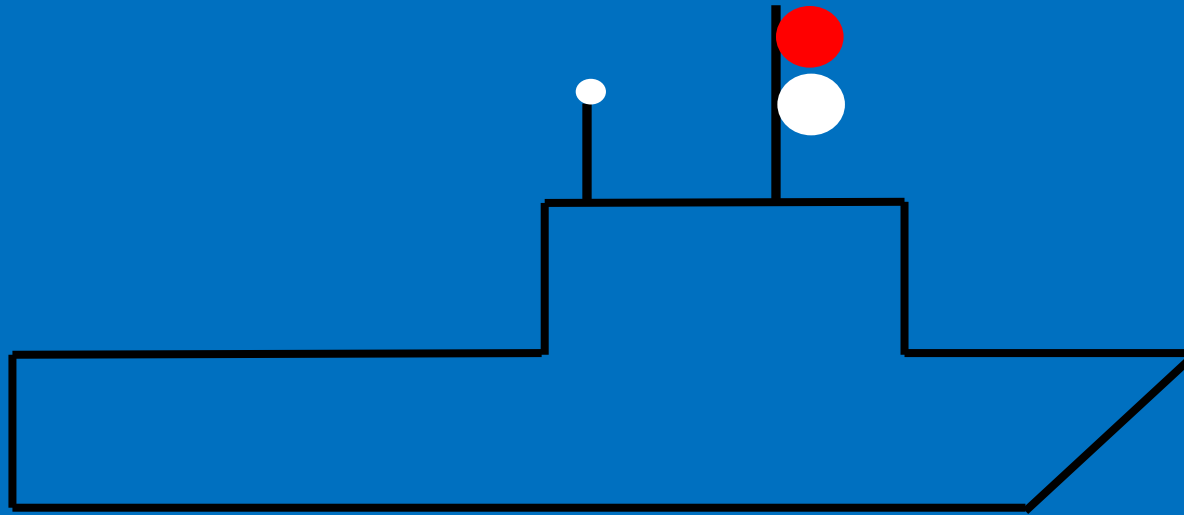
Steaming light on forward mast and steaming  
light on mast abaft of this and higher  
Side lights & stern light

# Fishing – Night



All round red over an all round white

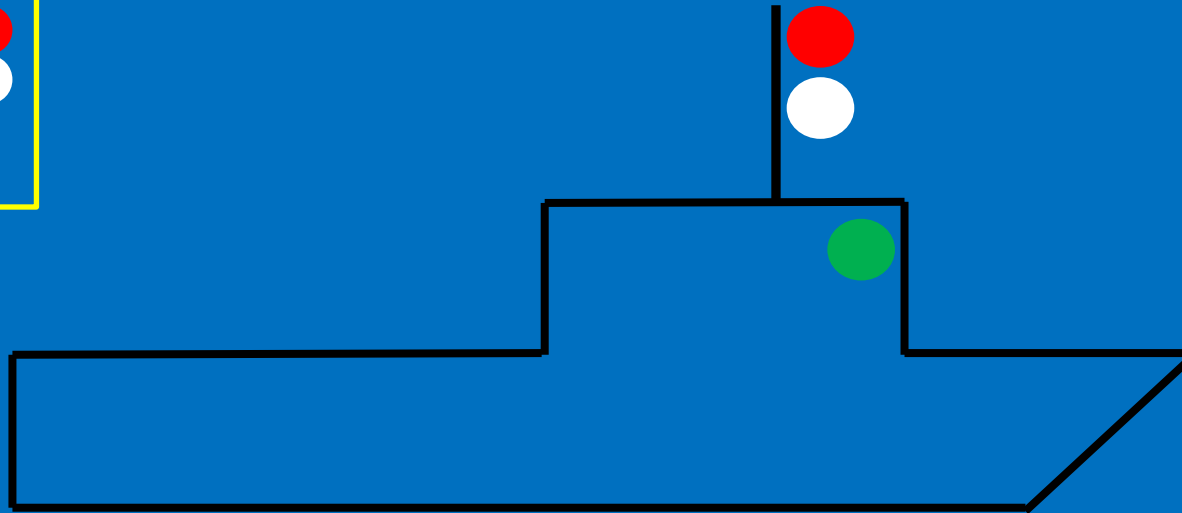
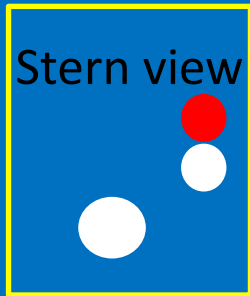
# Fishing – Night – gear extended



All round red over an all round white  
All round white indicating gear extended  
>150 metres in this direction

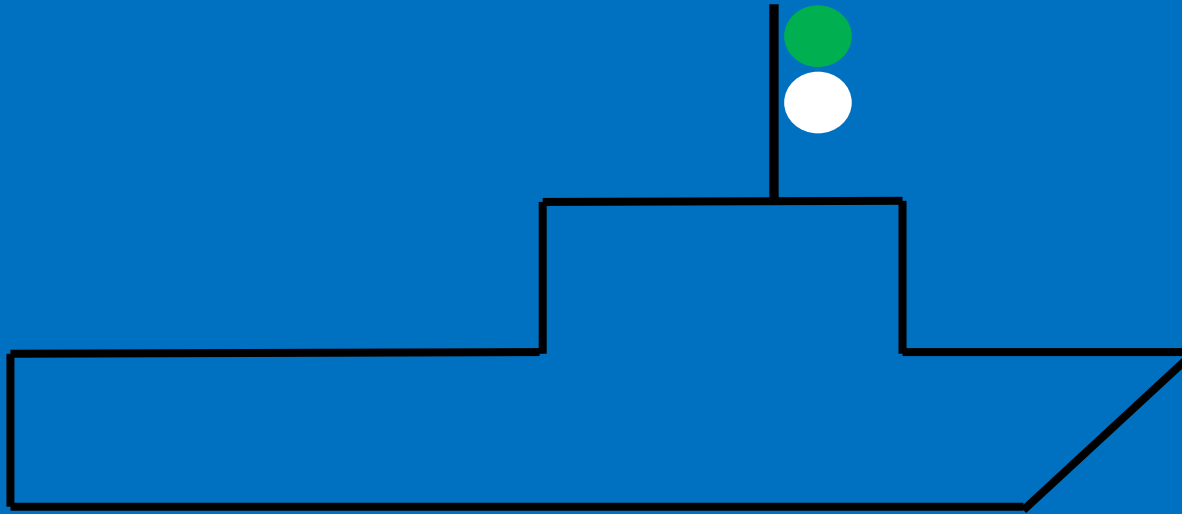


# Fishing – Night - Making way



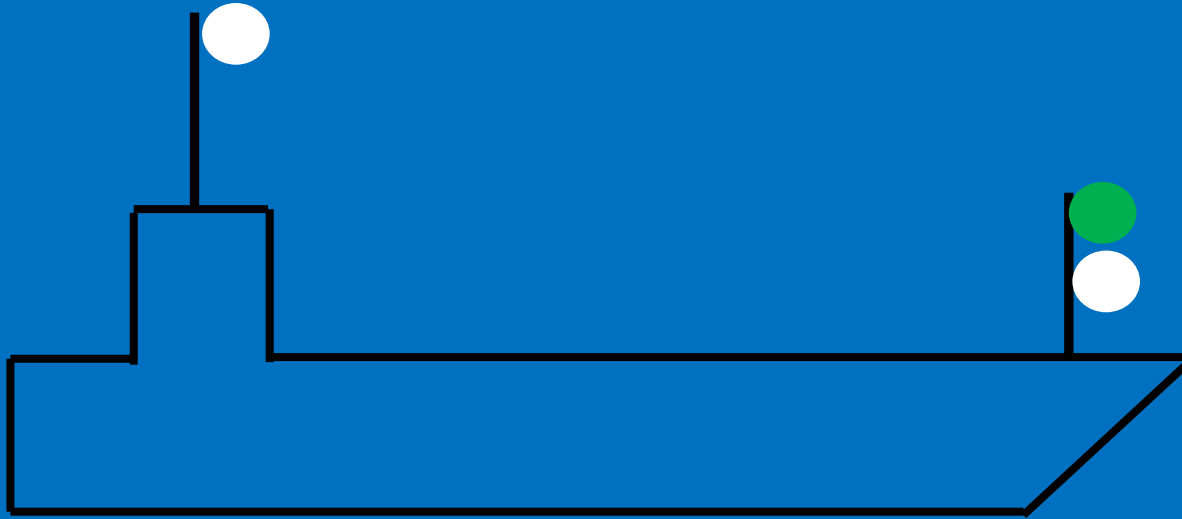
All round red over an all round white  
Making way plus side lights & stern light

# Trawling <50m – Night



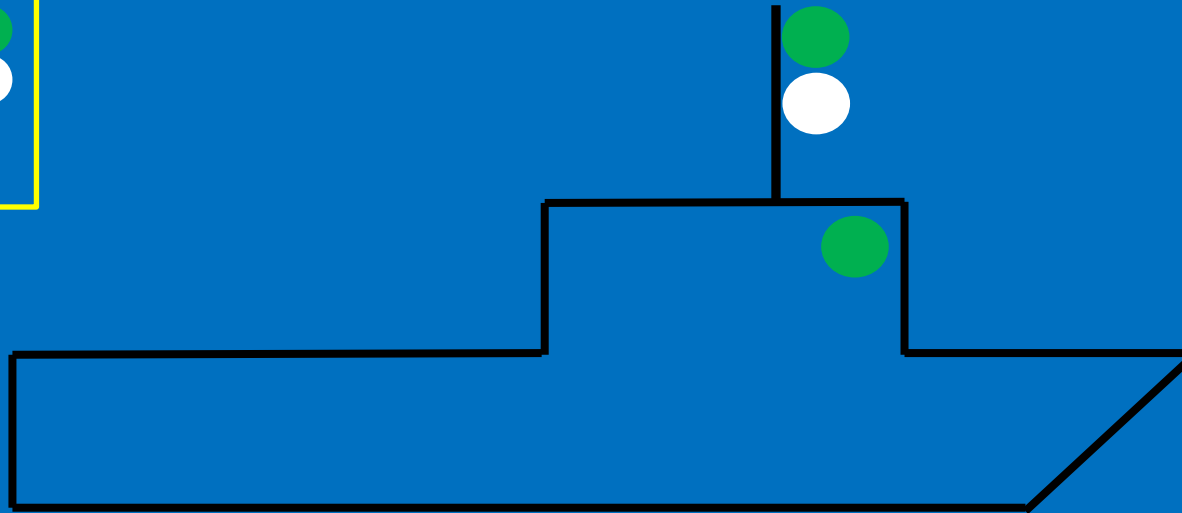
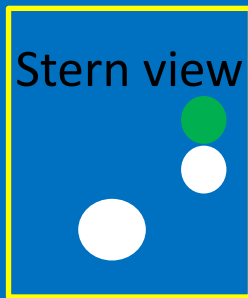
All round green over an all round white

# Trawler >50m - Night



All round green over an all round white  
>50m masthead white light abaft of and  
higher than the all round green light

# Trawler making way <50m – Night



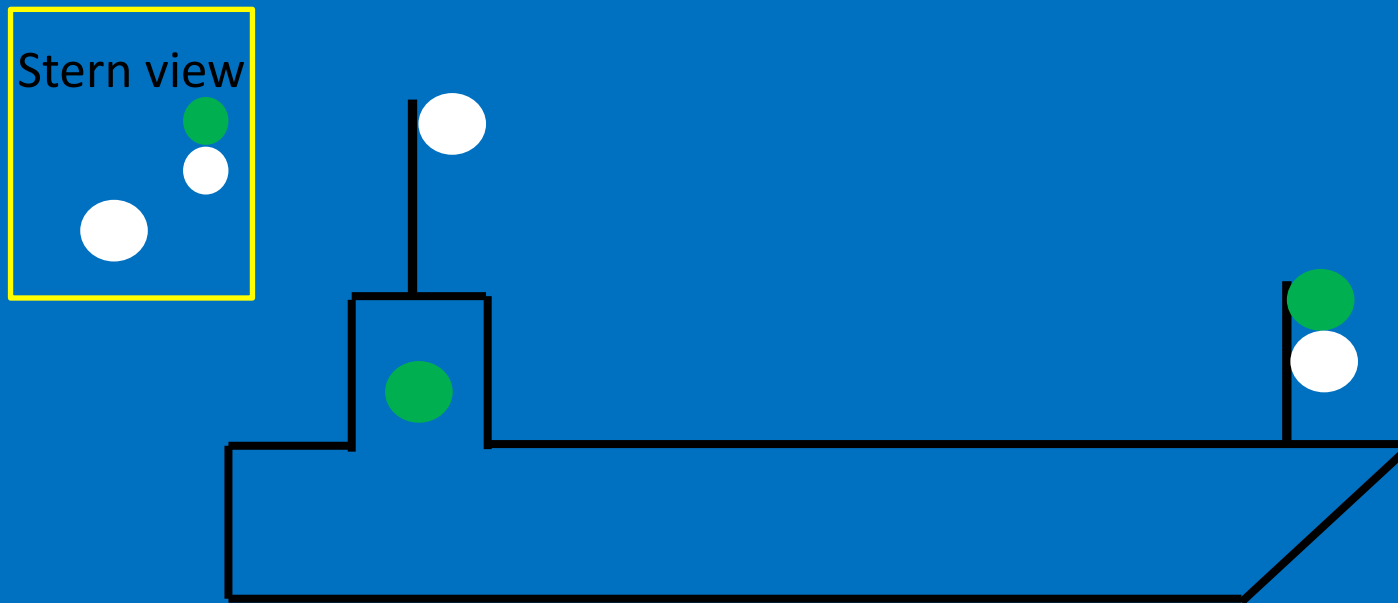
Trawler making way. She may be towing her gear, partially submerged

All round green over an all round white

Side lights & stern light.

If >50m she will add in a white masthead abaft and higher than the all round green

# Trawler >50m – Night – Making way



All round green over an all round white  
Masthead white light abaft of and higher than the all  
round green light  
Making way to new ground, possibly trailing her nets  
add in side lights

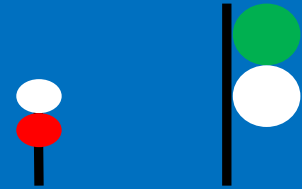
Trawling – Night – Day

Shooting nets



Flag Z

Hauling nets



Flag G

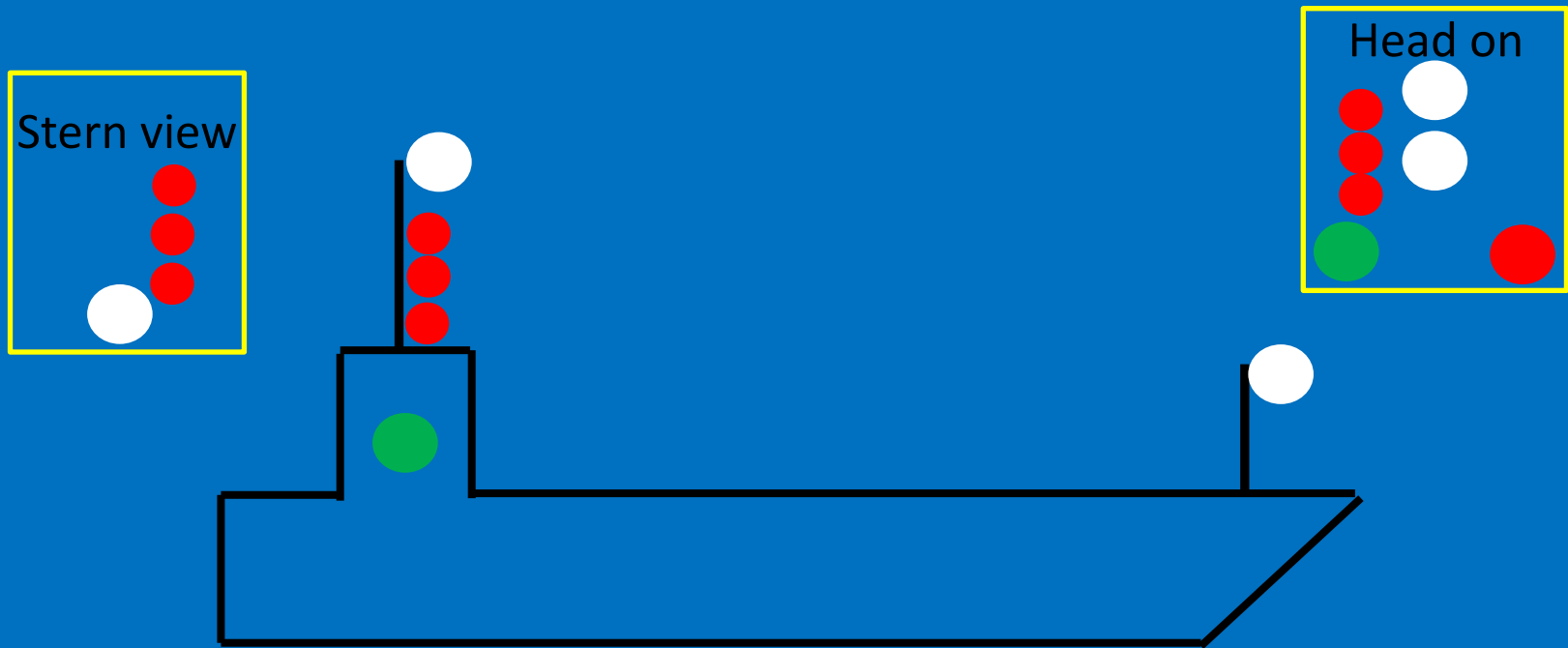
Nets stuck fast



Flag P

>20m shall show these all round lights when  
<20m may show them

# Constrained By Draught – Night

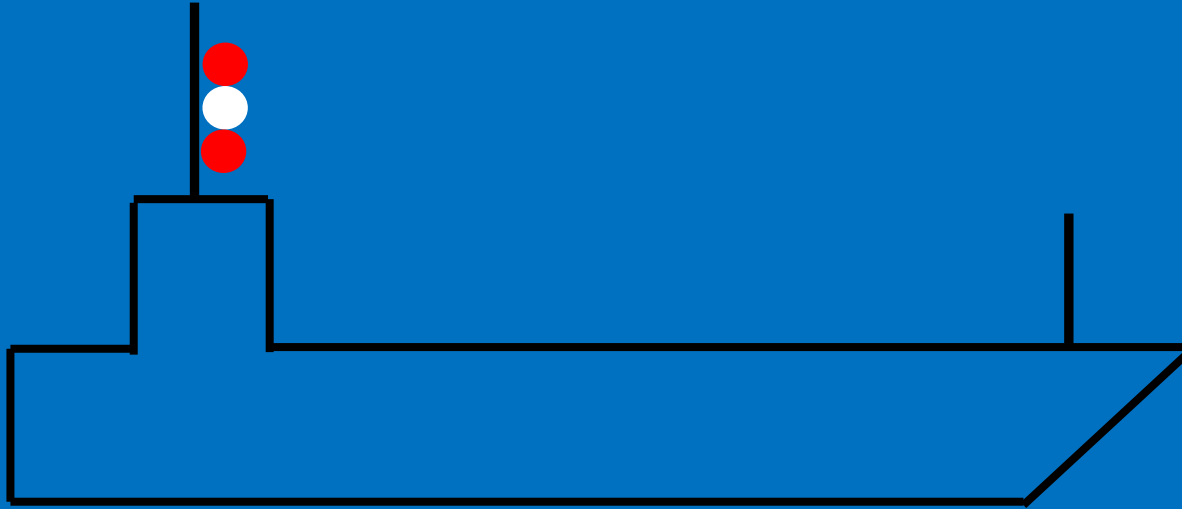


Side lights & stern light.

Steaming lights >50m high white aft, lower white forward

Three all round red lights vertically

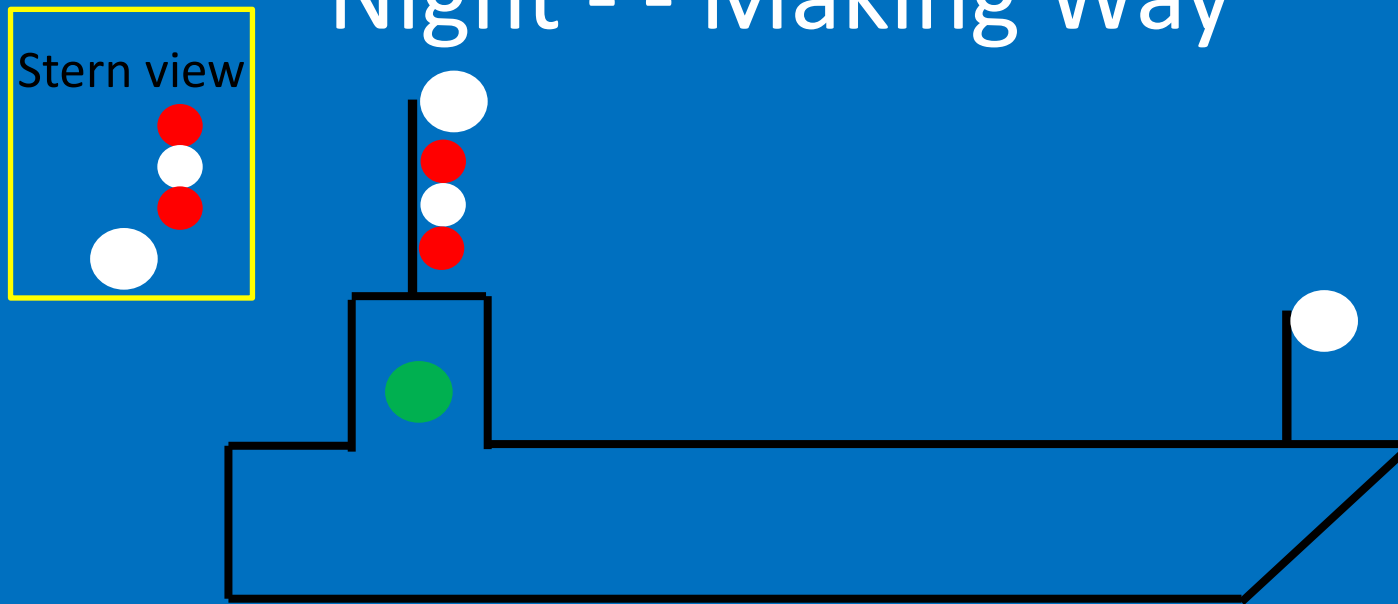
# Restricted in Ability to Manoeuvre – Night - Under Way but not Making Way



Three all round lights vertically red over white over red only when under way but not making way



# Restricted in Ability to Manoeuvre – Night - - Making Way

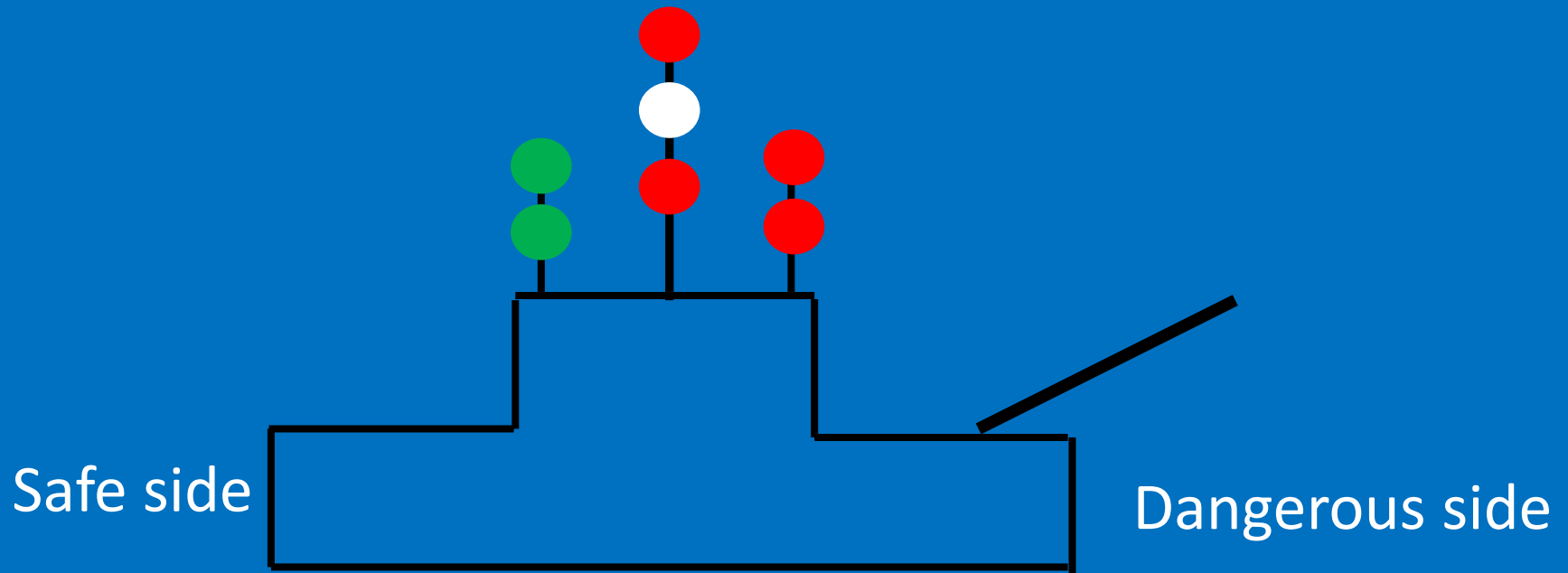


Side lights & stern light.

Steaming lights >50m high white aft, lower white forward

Three all round lights vertically red over white over red

# Restricted in Ability to Manoeuvre – dredger – Night



RAM showing the safe side to pass  
Ball Diamond Ball then 2 balls on dangerous side and 2  
diamonds on the safe side

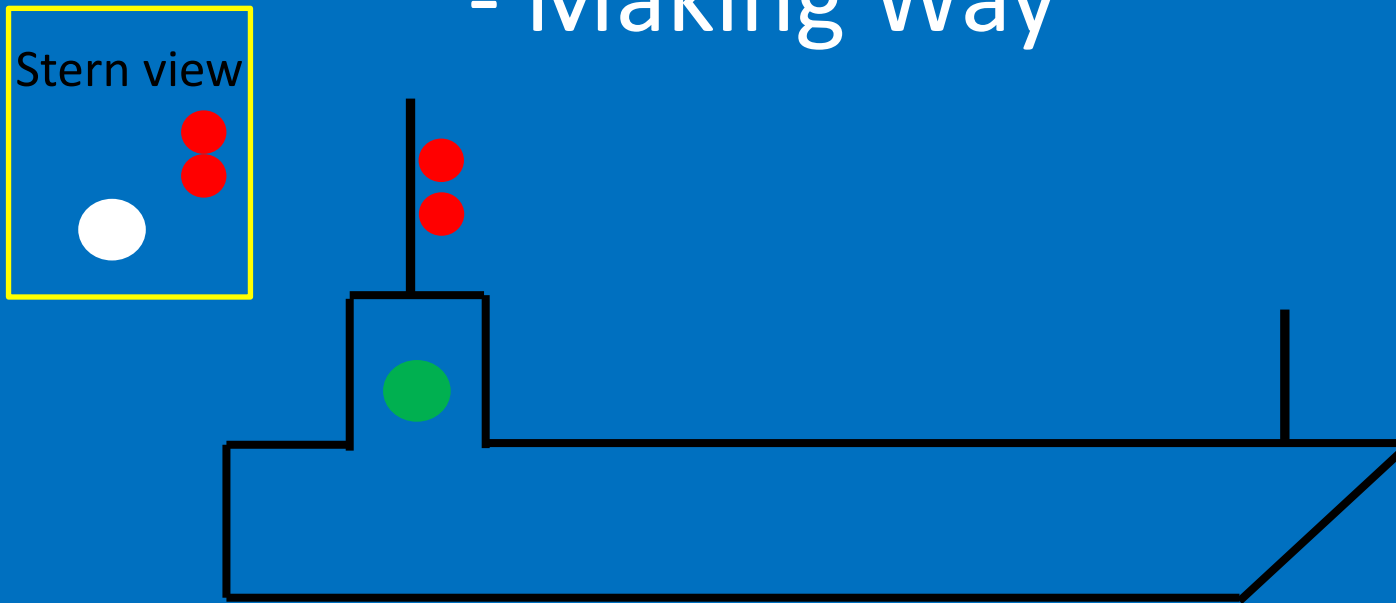
# Not Under Command – Night

- Under Way but not Making Way



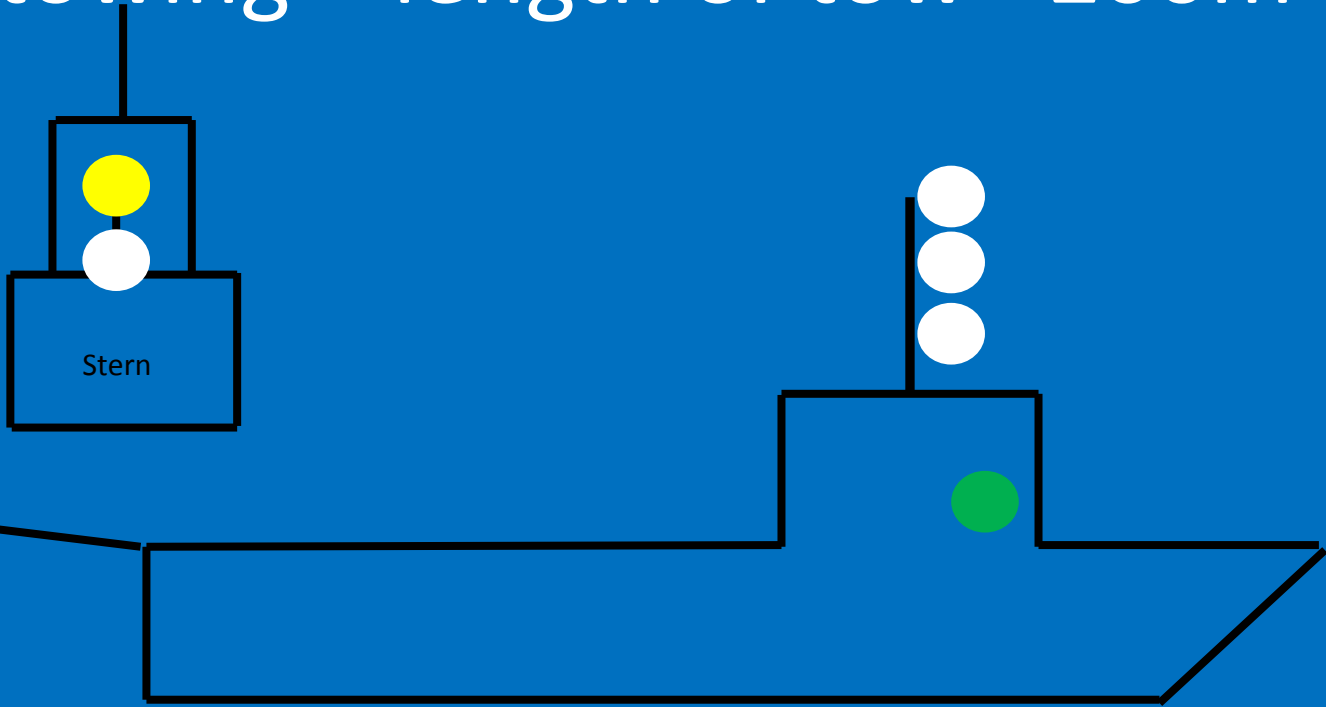
Two all round red lights vertically when under way but not making way

# Not Under Command– Night - Making Way



Two all round red lights vertically + side lights  
& stern light when making way

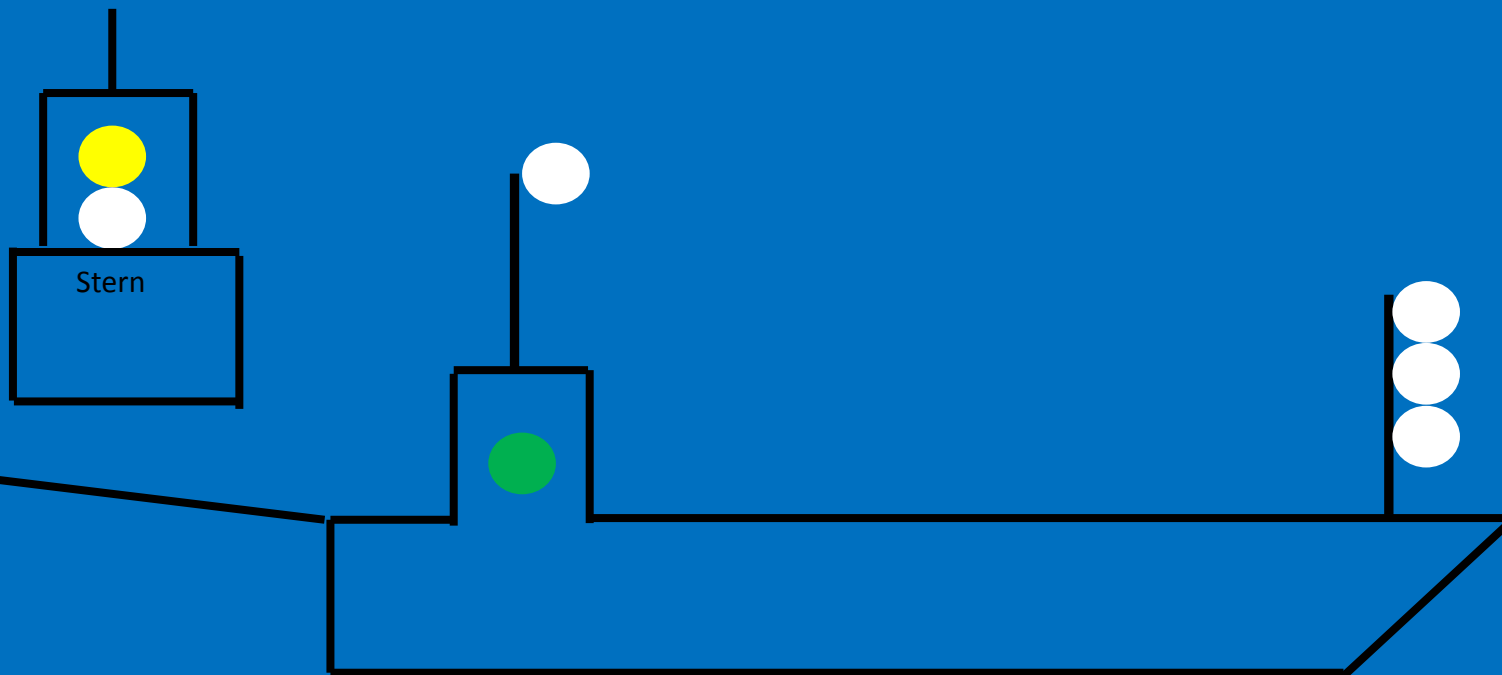
# Tug towing – length of tow >200m - Night



Three steaming lights, side lights & stern light plus yellow towing light vertically above the stern light.

Tow <200 only two steaming lights on foremast

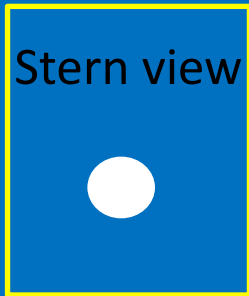
# Tug >50m – length of tow >200m - Night



Three steaming lights forward, a masthead light higher and aft, side lights & stern light plus a yellow towing light vertically above the stern light

Tow <200 only two steaming lights on foremast

# Towed vessel - Night



Side lights stern light

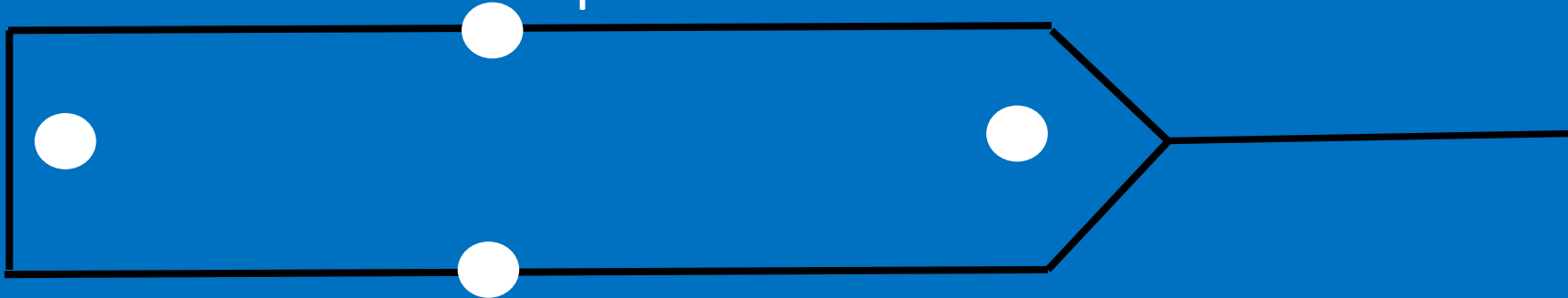
# Inconspicuous or partly submerged object or vessel being towed, tow <100m – Night

<25m wide



All round white light forward and aft on the tow

>25m wide – plan view



Add in all round white lights at extremities of breadth

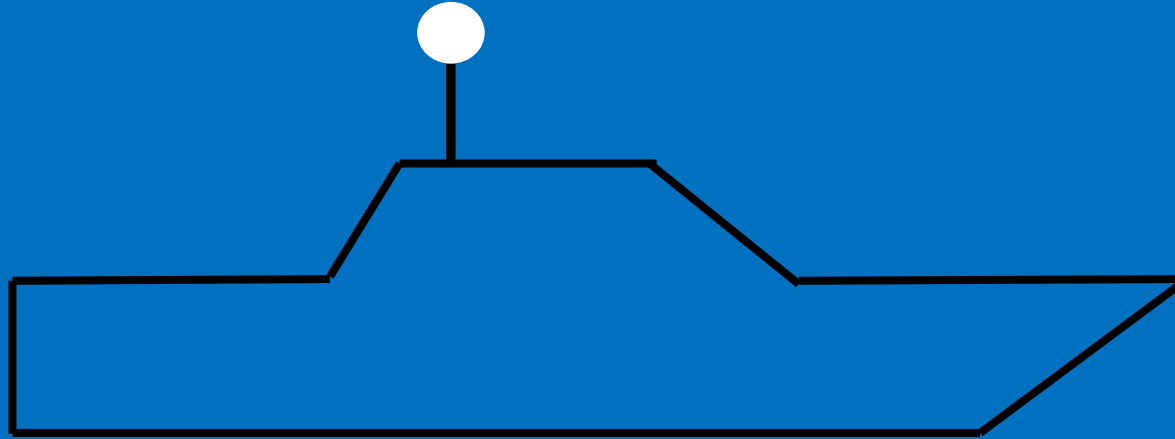


Inconspicuous or partly submerged object  
or vessel being towed, tow >100m – Night



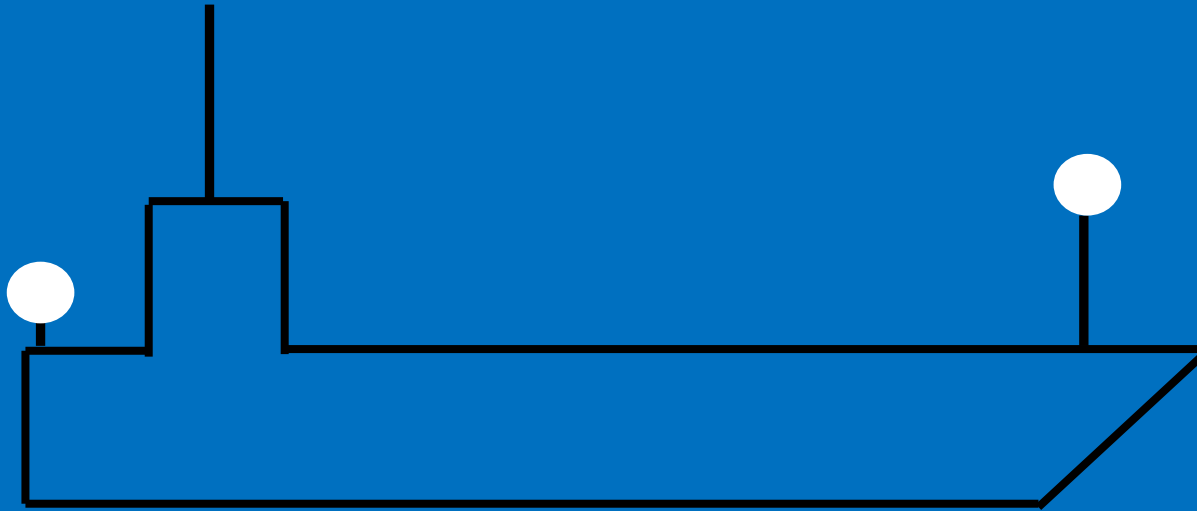
All round white lights forward and aft plus all round  
white lights <100m apart throughout its length

# Vessel at anchor <50m - Night



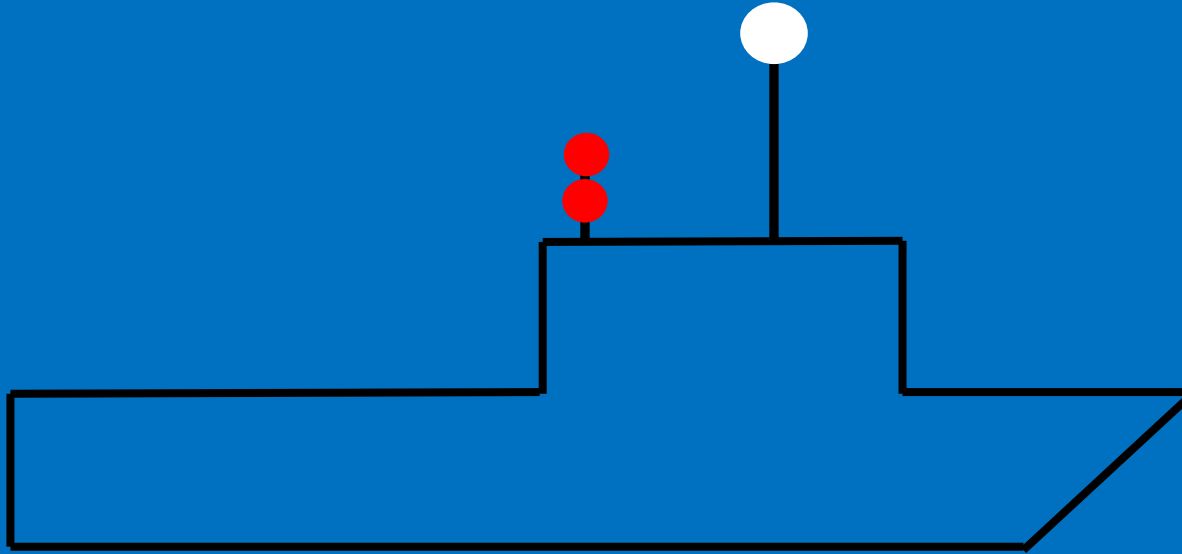
All round white light

# Vessel at anchor >50 - Night



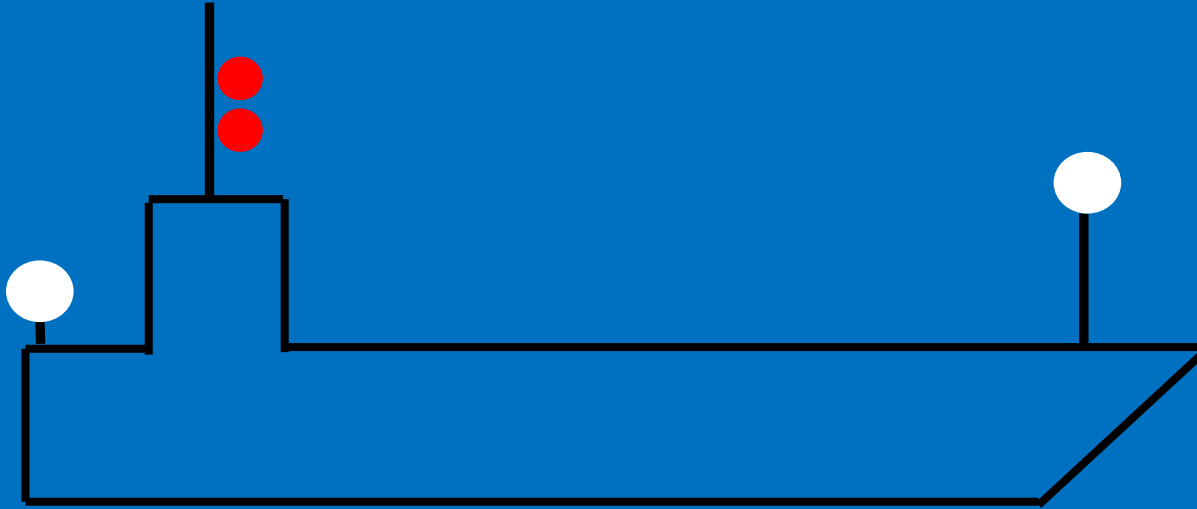
All round white light forward and an all round white light aft and lower than the forward light  
A vessel >100m must illuminate her decks

# Aground <50 m - Night



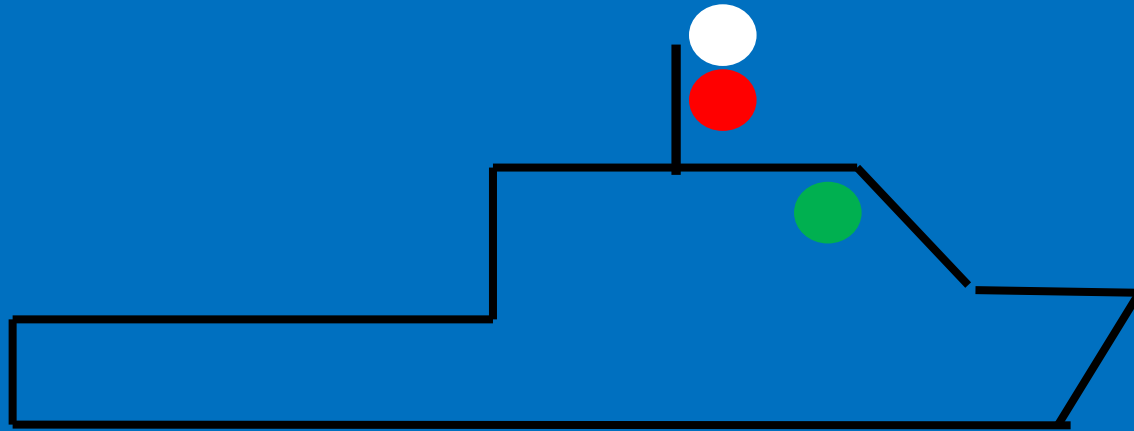
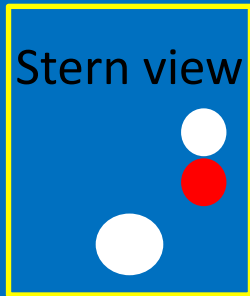
Two all round red lights vertically and anchor light

# Aground >50m – Night



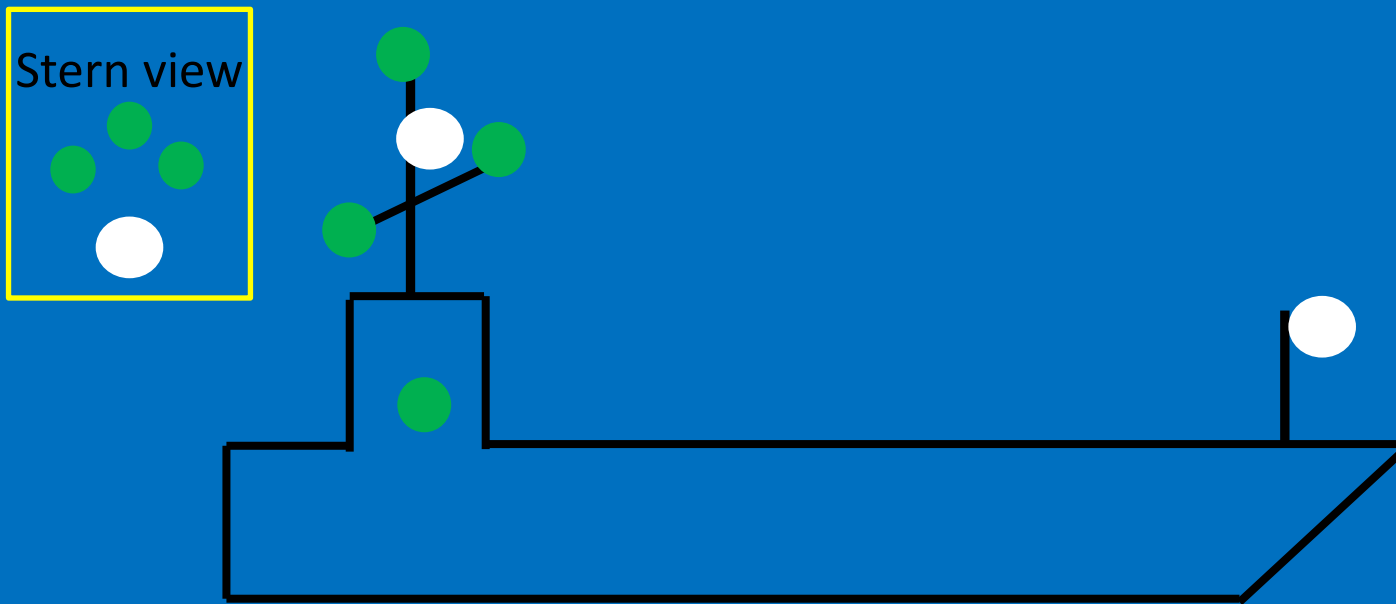
Two all round red lights vertically and then anchor lights

# Pilot vessel – Night



All round white over an all round red  
“The pilot’s ruddy face under their white cap”

# Minesweeper >50m - Night

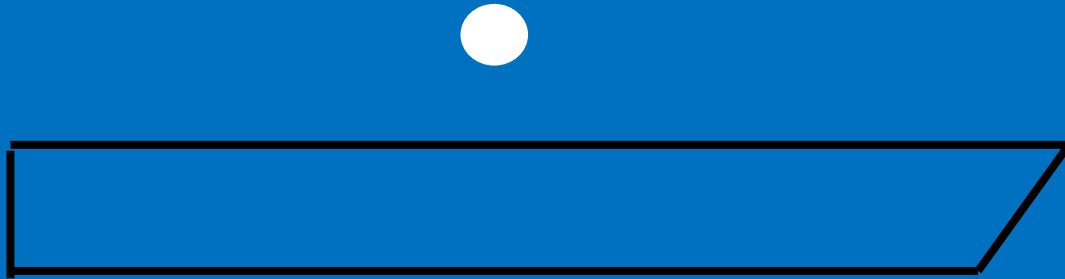


## Side lights & stern light

Steaming lights >50m high white aft. lower white forward

Three all round green lights one at each end of the yardarm and one near the mast head

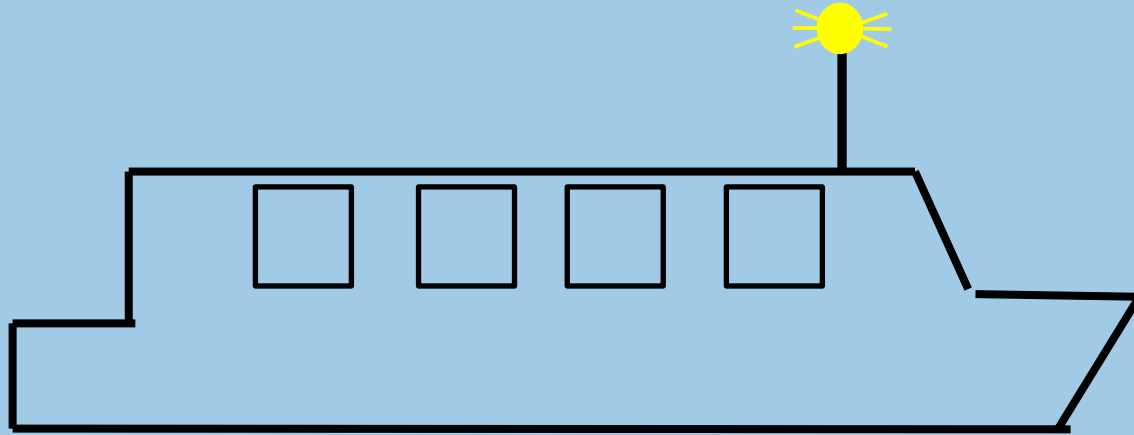
# Power driven vessel <7m <7 knots - Night



All round white light - side lights if possible.  
This could be someone in a dinghy with a torch

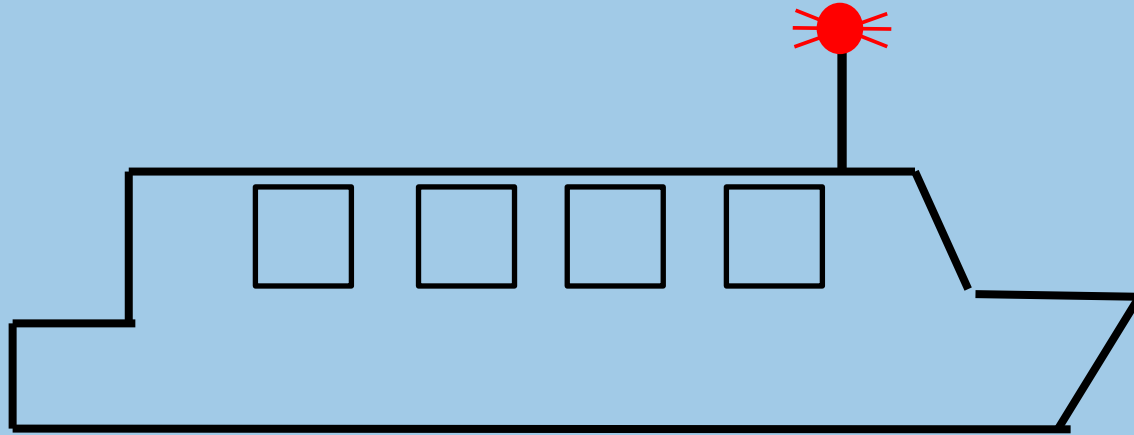


# Hovercraft/Hydrofoil – Day or Night



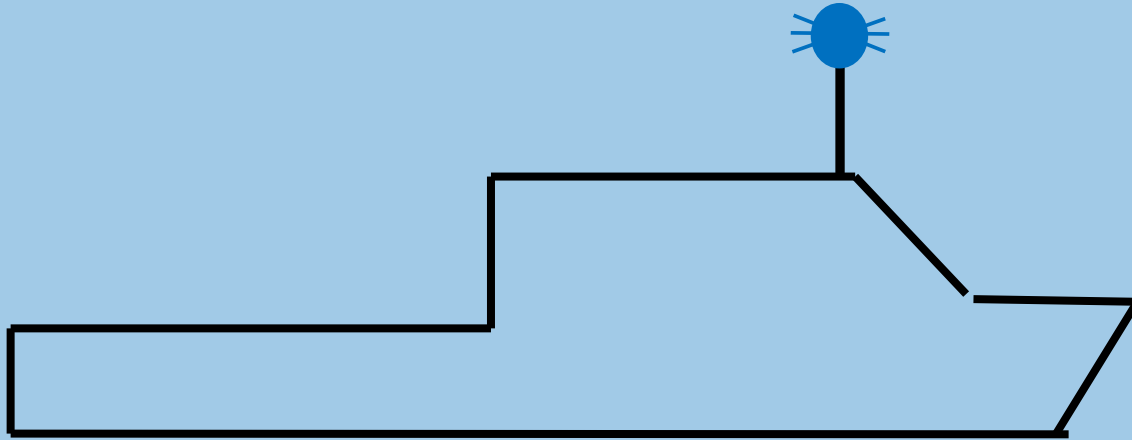
Add in a Yellow flashing light

# Wing in ground – Day or Night



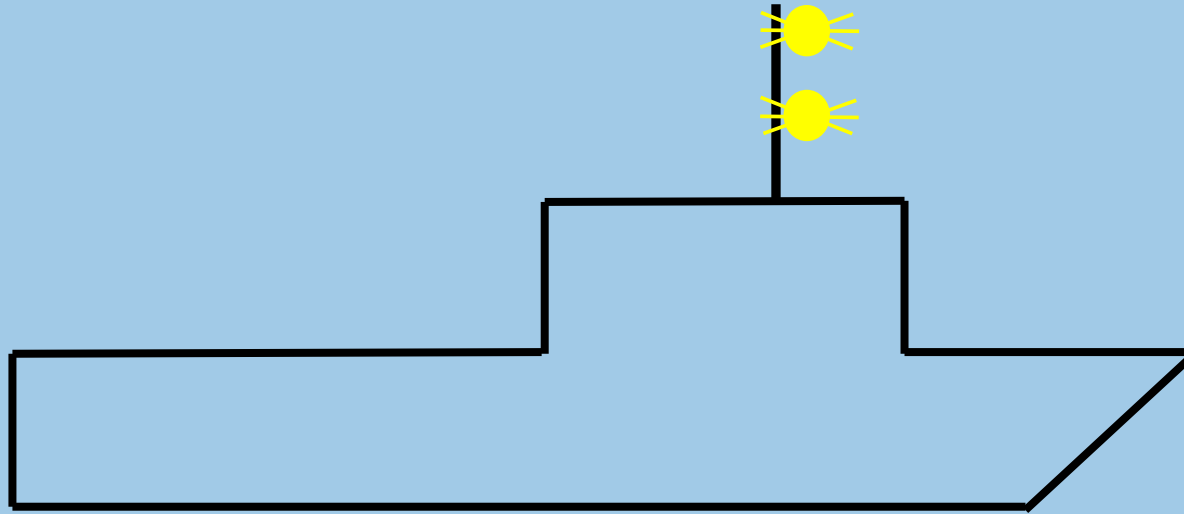
Add in a Red flashing light

Police, Coastguard, Harbourmaster, RNLI,  
HMRC, Border Control – Day or Night



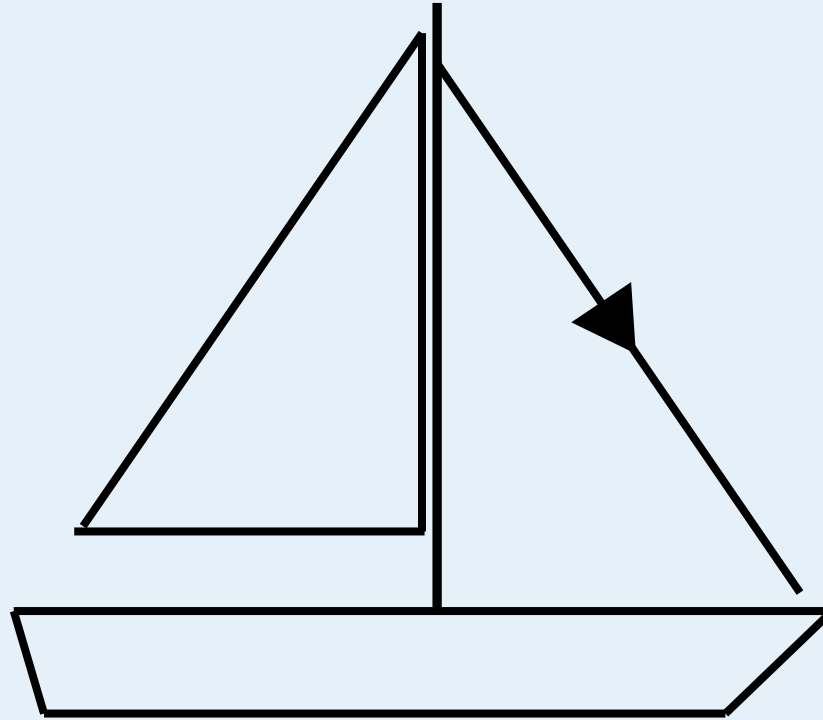
Add in a Blue flashing light

# Purse Seine Fishing – Day or Night



In addition to lights for fishing, may exhibit  
All round 2 yellow flashing lights alternately every  
second, if hampered by gear

# Sailing – Day – Motor sailing



When under engine a sailing vessel becomes a power driven vessel regardless of whether or not she has any sails set.

By day she must raise a motoring cone.

# Constrained by Draught – Cylinder By Day

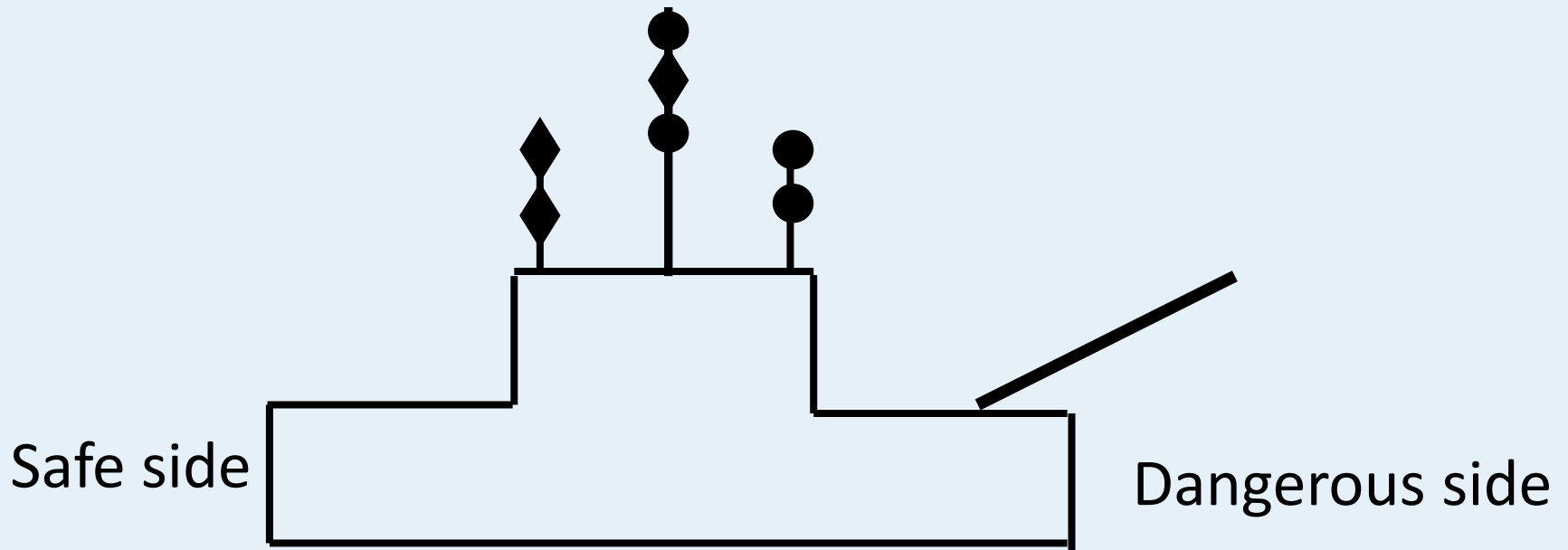


# Restricted in Ability to Manoeuvre – Day



Ball, Diamond, Ball vertically – under way or making way

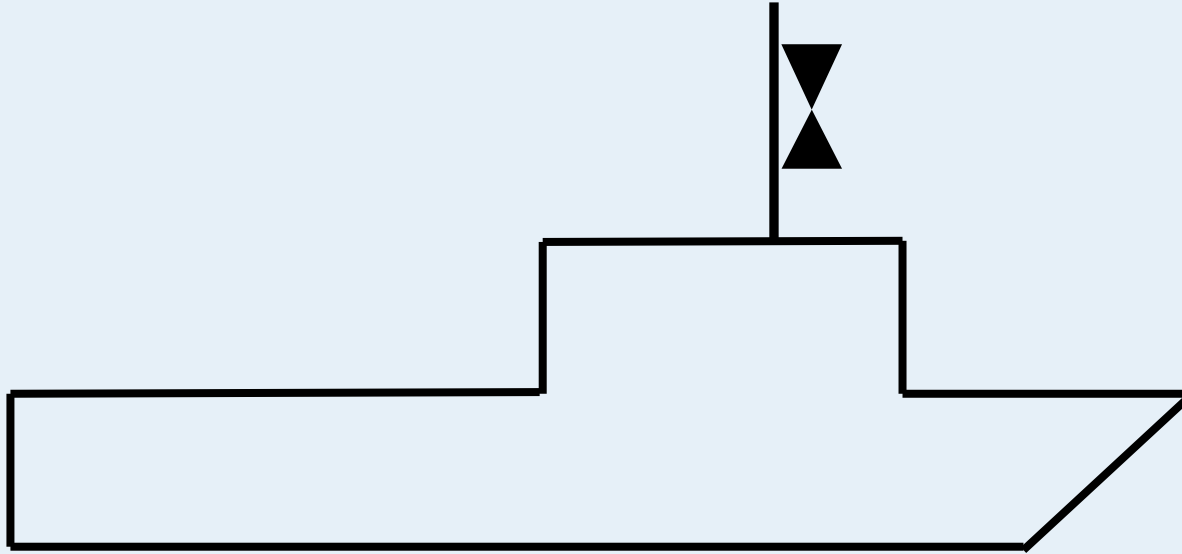
# Restricted in Ability to Manoeuvre – dredger – Day



RAM showing the safe side to pass  
Ball Diamond Ball then 2 balls on dangerous side and 2  
diamonds on the safe side



# Fishing or Trawling – Day



Two cones facing each other

# Anchor – Day



One ball

# Not Under Command – Day



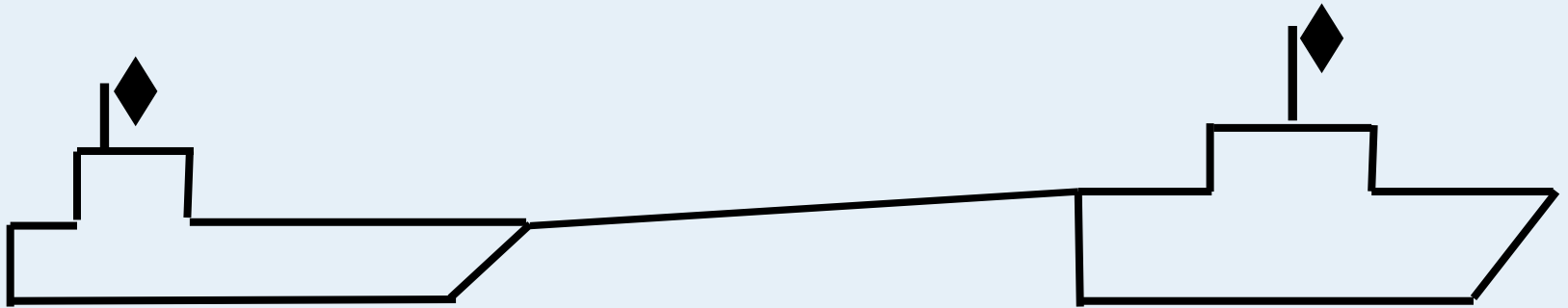
Two balls vertically – under way or making way

# Aground – Day



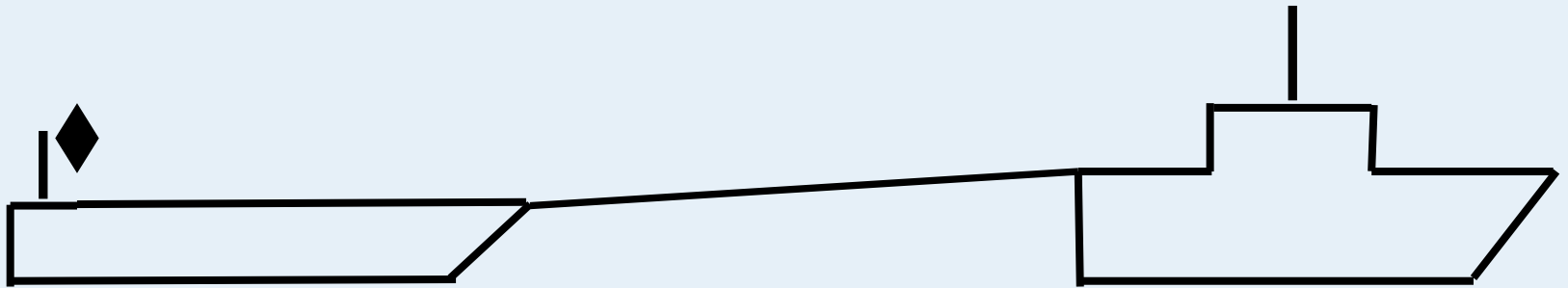
Three balls vertically

# Tug and tow– length of tow >200m - Day



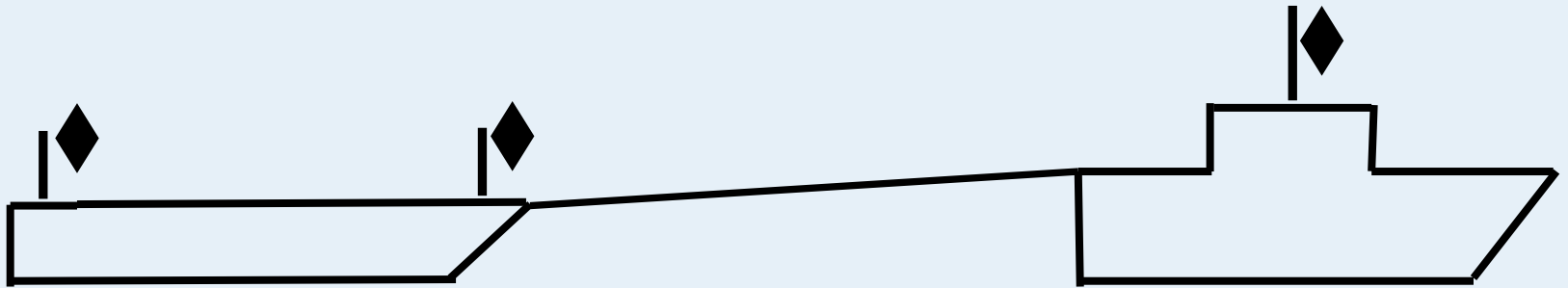
Diamond on the tug - Diamond on the tow

Inconspicuous or partly submerged object  
or vessel being towed, tow <200m - Day



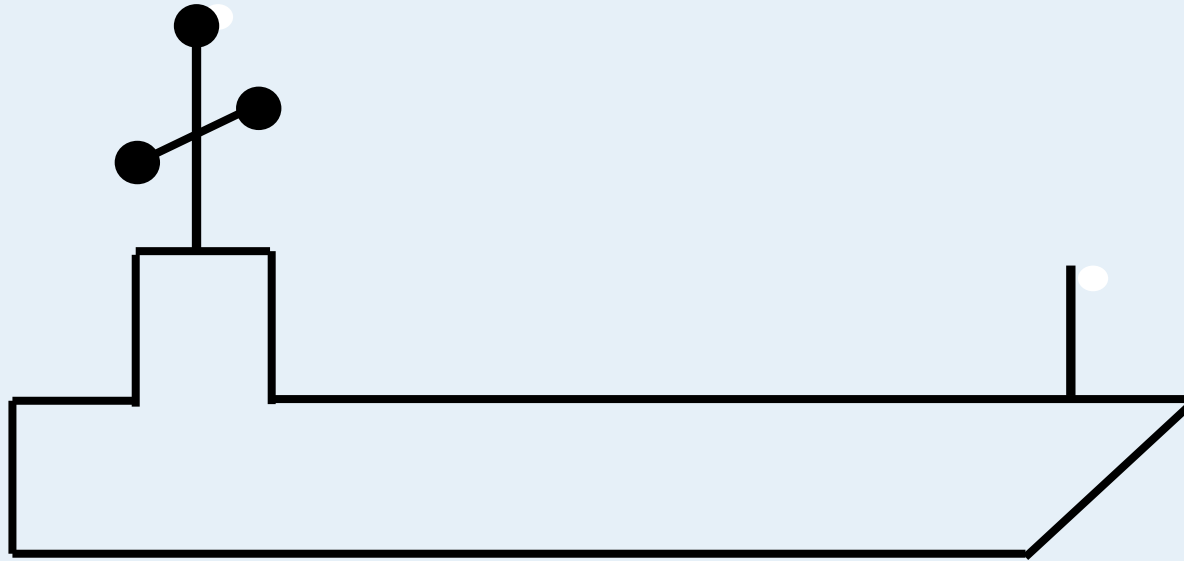
Diamond aft on the tow

# Inconspicuous or partly submerged object or vessel being towed, tow >200m - Day



Diamond on the tug  
Diamond forward and aft on the tow.

# Minesweeper - Day



Three balls one at each end of the yardarm and one near the mast head