

NAV RULES PART II PART B SECTION II: ACTIONS BETWEEN VESSELS

Last time we talked about the basic rules that apply to all vessels. Next we will start getting into the actions vessels must take to avoid a collision. This is covered in Section II of the Rules.

In order to properly follow the Rules, it is important to understand some key definitions laid out in **Part A Rule 3**. I will cover just a few here but be sure to read this section for a full understanding.

Vessel not under command: means a vessel which is unable to alter her course to avoid a collision. Examples include dead engines, steering problems, dragging anchor. Anything that makes it difficult to maneuver.

Vessel engaged in fishing: Boats using fishing equipment such as nets, lines, trawls, or any other apparatus that limits its ability to maneuver. So if you throw a couple of lines in the water, that does not mean you are fishing for these purposes. The key is if it restricts your ability to comply with the Rules.

Sailing Vessel: a boat powered only by sails. However, once you are "propelled by machinery" you are a power driven vessel under the Rules, *even if you still have your sails up*.

Vessel restricted in its ability to maneuver: means due to the nature of its work, it cannot maneuver as required. Example include vessels engaged in:

- Dredging, surveying or underwater operations
- Laying cable or pipelines
- Servicing or picking up aids to navigation
- Towing, if it severely restricts their ability to change course

Conduct of vessels in sight of one another (Part B, Section II)

Action by a give-way vessel

Rule 16. As the give-way vessel, you must get out of the way of the stand-on vessel. It requires you to take action early and make it readily apparent. Keep well clear

Rule 17.

Your first obligation is to keep course and speed. If, however, the give-way vessel is not taking appropriate action, you are required to take any steps necessary to avoid a collision. This does not relieve the give-way vessel of her obligation.

Sailing Vessels: Rule 12.

When each has the wind on a different side, the one that is on a *starboard tack* is the *stand-on* vessel (Starboard tack means you have the wind coming over your starboard side), and maintain course and speed. (Port tack means the wind coming from your Port side and you must keep out of the way of a boat on starboard).

When they both have the wind on the same side, the *windward* (closest to the wind) boat is the give-way vessel and must get out of the way of the *leeward* boat.

Power driven vessels: Rule 14.

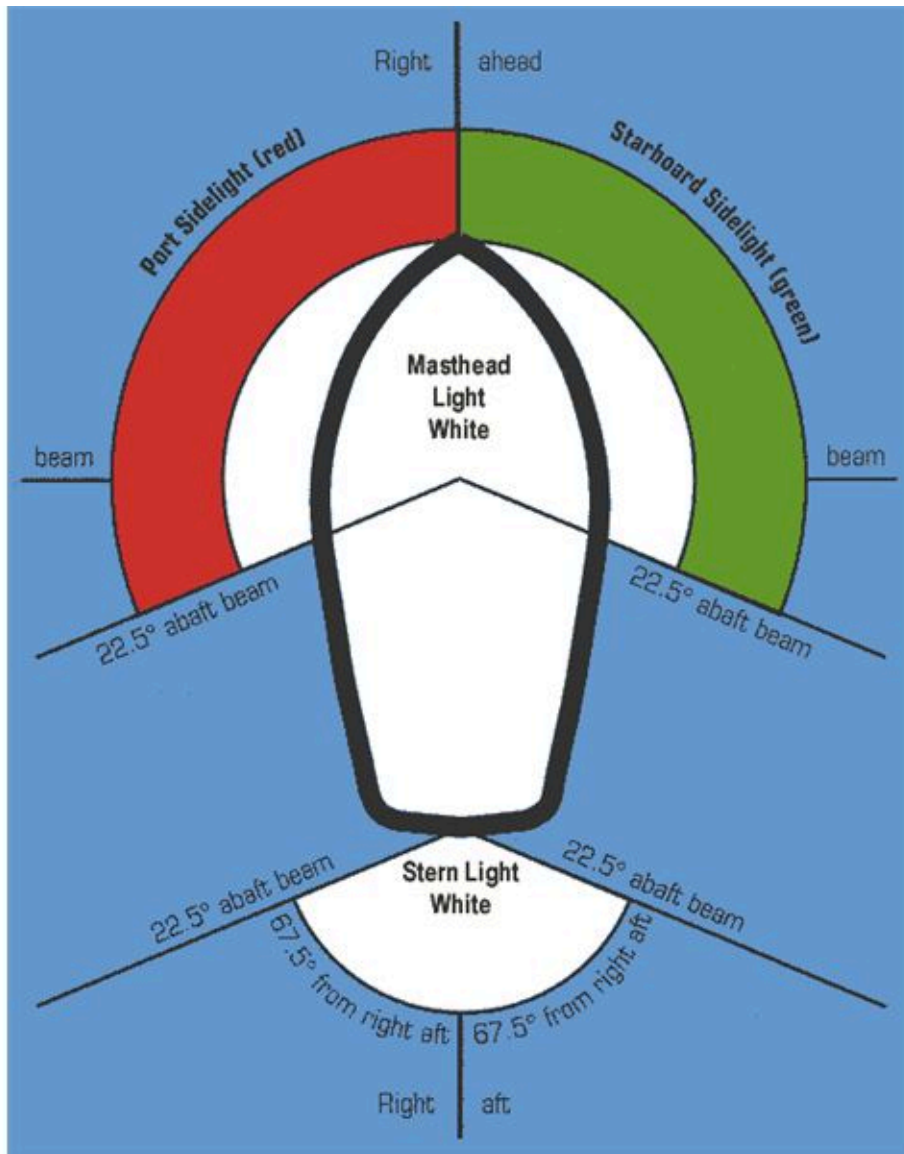
When meeting *head-on*, each vessel must alter their course to starboard; i.e. pass port-to-port (this is the only Rule that does not have a stand-on vessel). At night you will both the red and green at the same time.

Rule 15: When *crossing*, the vessel which has the other vessel on her own starboard side shall keep out of the way. This can best be understood by thinking about the lights. So, if you see a red light (or in the day, the port side which carries the red light), think STOP. You must give way. If green, GO (but remember, you can ignore this to avoid a collision).

Overtaking: Rule 13

Any vessel overtaking another vessel shall keep out of the way: i.e. it is the give-way vessel. This applies to *all* vessels regardless of type, size, etc. It is defined as coming up upon another vessel at an angle of less than 22.5 degrees abaft of here beam. The Rules state that the overtaking vessel continues to be the give way vessel until they are "past and clear". So, if the overtaken - i.e. stand on vessel - has to take avoiding action, you are *not* past and clear.

But how do you determine that? One way is to imagine the lights of the vessel being overtaken. We will get into lights in the next section but here is what they look like:



So, if you would only see the stern light, you are deemed to be overtaking and *must* stay clear i.e. you are the give-way vessel (if in doubt, assume you are overtaking).

Pecking order: Rule 18 talks about responsibilities between vessels when a collision situation exists. This section is not written very clear, at least not to me. The easiest way to remember this rule is by using a mnemonic device.

Only **N**ew **R**eels **C**atch **F**ish **S**o **P**urchase **S**ome **O**ften

- O **O**vertaken
- N **N**ot under command
- R **R**estricted in ability to maneuver

C	Constrained by Draft (International only)
F	Vessels engaged in Fishing
S	Sailing Vessels
P	Power driven Vessels
S	Seaplanes
O	Overtaken

The way to read this is the any vessel higher up on the list will always be the stand-on vessel. So, for example if you are a sailing vessel and you meet a vessel restricted in its ability to maneuver, you are the give-way vessel.

Vessels in Restricted Visibility: Rule 19

Restricted Visibility can mean any condition including heavy rain, snow, fog, which for use is the most common situation for us.

This section covers a whole page but in summary, first action is to keep a *safe speed for the circumstances*. In addition, if you are uncertain as to the risk of collision, you can reduce speed to the minimum at which you can still maneuver and if deemed necessary, “take her all the way off” i.e. bare steerageway. In any event, you shall have your engines ready for immediate maneuver.