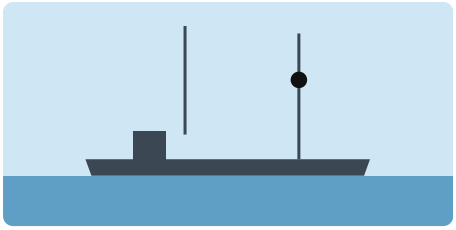
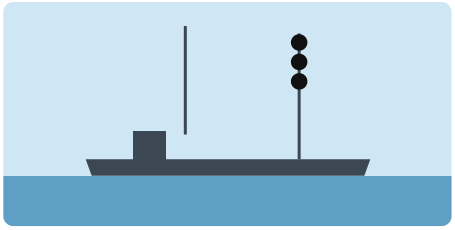
ZULU MARINER DATA CARD

3 DAY SHAPES

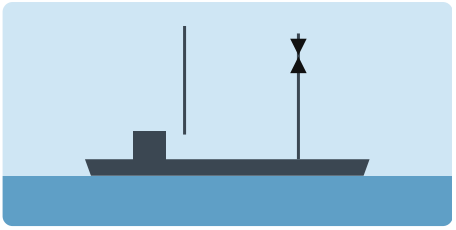
Black shapes by day. Balls, cones, diamonds and a cylinder.



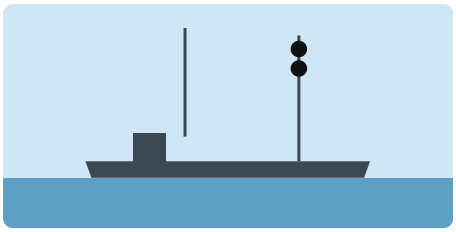
At anchor
Rule 30(a)(i)
One ball: parked.



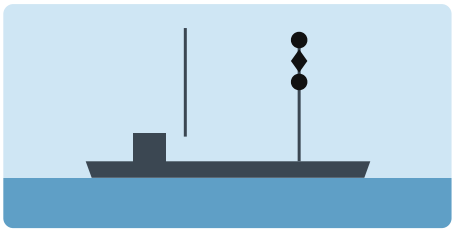
Aground
Rule 30(d)(ii)
Three balls: stuck fast.



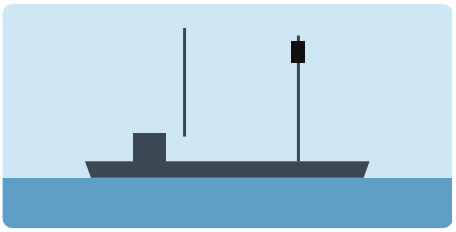
Engaged in fishing
Rule 26(b)(i), 26(c)(i)
Two cones point to point: an hourglass, she is fishing.



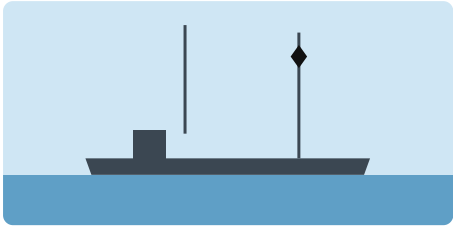
Not under command
Rule 27(a)(ii)
Two balls: two eyes, nobody steering.



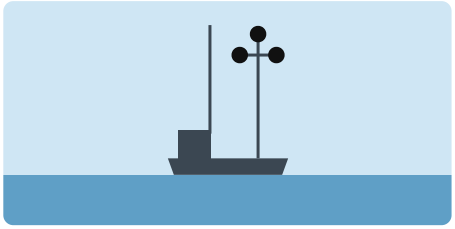
Restricted in ability to manoeuvre
Rule 27(b)(ii)
Ball, diamond, ball: busy at work.



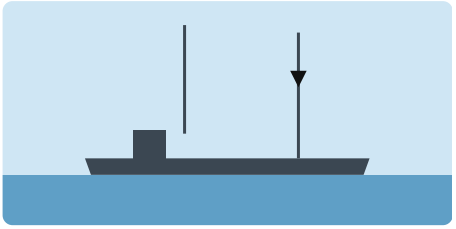
Constrained by her draught
Rule 28
A cylinder: a deep keg of draught.



Towing or being towed, length of tow over 200 m
Rule 24(a)(v), 24(e)(iii)
A diamond: tow over 200 m long.



Engaged in mine clearance
Rule 27(f)
One ball at the masthead, one at each yardarm: mines, stay 1,000 m off.



Sailing vessel also propelled by machinery
Rule 25(e)
Cone point down: sails up, engine on.

ALSO BY DAY

- Diving: a rigid copy of flag A, at least 1 m high (Rule 27(e)).
- Fishing with gear out more than 150 m: a cone point up toward the gear (Rule 26).
- Under 7 m at anchor clear of channels, fairways and anchorages: no anchor shape needed. Under 12 m aground: no aground shapes needed (Rule 30(e), (f)).
- Under 20 m: shapes may be smaller.

FOUR SHAPES, FOUR IDEAS



BALL
Stopped or stuck: anchored (1), not under command (2), aground (3)



CONE
Fishing (two, points together) or motor-sailing (one, point down)



DIAMOND
A long tow (over 200 m), or the middle of ball-diamond-ball: restricted



CYLINDER
Constrained by her draught: think of a deep drum

Study aid only. Not for navigation.
Check the current official rules. Card 3 · v1.7 · © Nautical Bridge