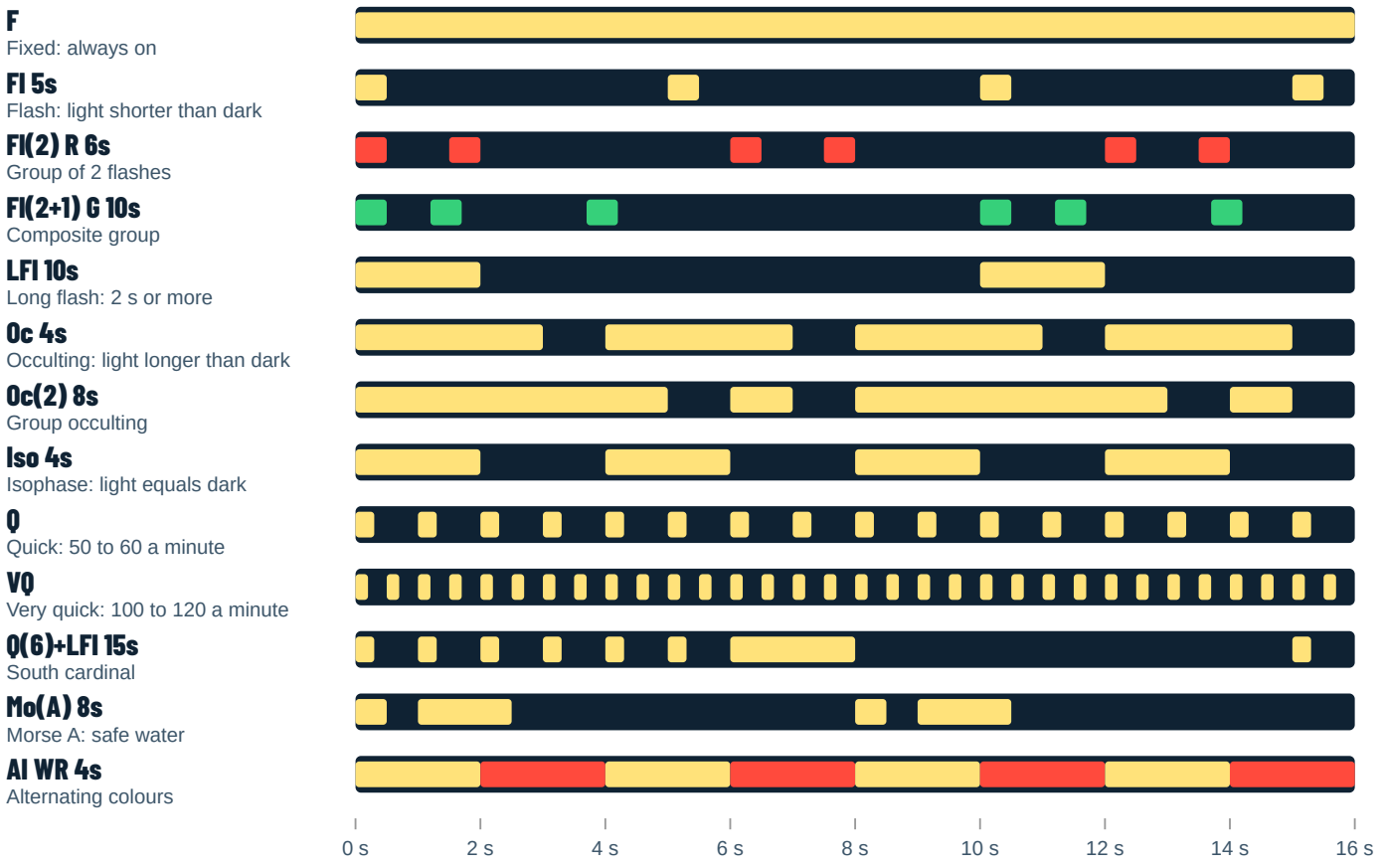
ZULU MARINER DATA CARD

22 LIGHT CHARACTERS

What Fl(2) R 6s means, and how to time a light to name it.

THIRTEEN CHARACTERS ON ONE CLOCK



READING THE CHART

Fl(3) G 10s 8m 4M

Fl(3)	flashing, groups of three
G	green (no letter: white)
10s	period: start of one group to the start of the next
8m	height of the light above the chart's height datum
4M	nominal range in nautical miles

NAMING A LIGHT AT NIGHT

- Time it with a stopwatch: count from the start of one group to the start of the next. Do it three times.
- Count the flashes in a group, and note the colour.
- Check the chart and the List of Lights. The height and range tell you how far off you can expect to see it.
- Sector light: the colour tells you which side of the safe track you are on. Sector bearings are given from seaward, true.

> *Flashing: mostly dark, blinks on.*
> *Occulting: mostly lit, blinks off.*
> *Isophase: half and half.*

Study aid only. Not for navigation.
Check the current official rules. Card 22 · v1.7 · © Nautical Bridge