

Vessels at Anchor.

6. All Vessels when at anchor, shall between sunset and sunrise exhibit where it can best be seen, but at a height not exceeding twenty feet above the hull, a White Light in a Globular Lantern of eight inches in diameter, and so constructed as to show a clear, uniform, and unbroken light all round the horizon, at a distance of at least one mile.

Lights when
ships at anchor.

Rafts.

7. The owner or conductor of every Raft shall have a bright fire kept burning thereon from sunset to sunrise, while drifting or at anchor on any navigable water.

Lights on
Rafts.

NAVIGATION—MEETING AND PASSING.

8. Whenever any vessel, whether a steam or sailing vessel, proceeding in one direction, meets another vessel, whether a steam or sailing vessel, proceeding in another direction, so that if both vessels were to continue their respective courses they would pass so near as to involve any risk of a collision, the helms of both vessels shall be put to port so as to pass on the port side of each other;—And this rule shall be obeyed by all steam vessels, and by all sailing vessels whether on the port or starboard tack, and whether close-hauled or not,—unless the circumstances of the case are such as to render a departure from the rule necessary in order to avoid immediate danger, and subject also to the proviso that due regard shall be had to the dangers of navigation, and, as regards sailing vessels on the starboard tack close-hauled, to the keeping such vessels under command,—And except that vessels entering and leaving the harbour of Sorel, shall take the Port side, unless the Trinity House of Montreal shall otherwise direct.

Rule as to
ships meeting
each other.

9. Every steam vessel, when navigating any narrow channel, shall, whenever it is safe and practicable, keep to that side of the fairway or mid-channel which lies on the starboard side of such steam vessel,—except that when two steam vessels of unequal speed are pursuing the same course, the slower vessel, if ahead, shall draw towards the Port side, and the faster vessel shall pass on the Starboard side;—and except in entering and leaving the Port of Sorel as aforesaid.

Rule for
steamers in
narrow
channels.

10. Whenever any Vessel or raft is going in the same direction with another which is a-head, the Vessel or raft first mentioned shall not be so navigated as to come within twenty yards of the other, nor shall such other be so navigated as to come within twenty yards of that first mentioned.

Vessels, &c.,
not to ap-
proach too
near each
other.

11. The Master or Person in charge of any Steam Vessel, Sailing Vessel or Raft, offending against any of the preceding

Penalty.