

PAGET'S PATENT PORTABLE NAUTICAL INSTRUCTIONAL CABINET

1. How to use the Cabinet.
2. Key to combinations of Lights.
3. Key for daylight instruction with discs.
4. Key to Day Marks.
5. Key to Pegs on Disc Panel.

1. The SYREN, the BUZZER and the MORSE LAMP are worked off a 4.5V bell battery and all three are operated by the Morse Key, and controlled by the Circuit Selector; all of which are situated on the bottom of the Cabinet at the back, behind the Central Panel.

2. RECOGNITION LIGHTS. These are operated off the main lighting system, the connecting lead being at the bottom righthand corner of the Cabinet. The combination of Lights it is desired to show, is obtained by turning the Indicator at the back of the Cabinet to the numbered position for that combination, which is also indicated by a pinhead light.

3. DAYLIGHT INSTRUCTION. When it is not practical to use the Electric Panel, the inside Panel of the lefthand front door may be used, where a series of pegs may be found, so arranged so as to make it possible to indicate any combination of Lights, by placing Red, Green and Yellow discs on the appropriate pegs. These discs as well as the Cones and Diamond will be found in the lockers at the bottom lefthand of the Cabinet.

4. FLAGS AND PENNANTS. These are stiff and perforated so as to fit on the pegs which will be found on the inside Panel of the righthand front door, arranged in two groups of four, in a vertical line at right angles to the Spar; it is therefore possible to make two hoists of four at the same time.

5. BUOYS AND SPARS. A complete set of Buoys and Spars for marking Channels and obstructions will be found in a removable rack in front of the Electric Panel.

6. The "LIGHT" characteristics and their frequency and periods may also be indicated by the Morse Key and Lamp.

Key to Combination of Lights.

1. Vessel with a tow of less than 650 feet.
2. Two masted vessel underway; bows on.
3. Two masted vessel underway. Showing "Port Light"
4. Examination vessel. "Port open".
5. Wreck. Pass on Starboard hand.
6. Vessel at anchor with inflammables on board.
7. Wreck. Pass on Port Hand.
8. Wreck. Pass on either hand.
9. Single masted vessel underway bows on.
10. Riding light for a vessel of less than 150 feet.
11. Seaplan. Taxing.
12. Stern or Overtaking light.
13. Aircraft at anchor.
14. Vessel underway, carrying inflammables.
15. Sweeping vessel, with "Sweep" out on one quarter.
16. Sweeping vessel, operating singly.
17. Steam Seine-net fishing vessel.
18. Fishing vessel, lower light indicating direction of fishing gear.
19. Dredger. Pass on the opposite side to the Red light.
20. Dredger. Pass on either side.
21. Vessel aground.
22. Steam Pilot vessel engaged on her station.
23. Cable laying vessel not making way.
24. Vessel not under command, stopped.
25. Light vessel out of position.
26. Seaplane, more than 150 ft. in length but less than 150 ft. in Span.
27. Sailing vessel underway, bows on.
28. Vessel not under command but making way.
29. Steam Pilot vessel under way.
30. Cable laying vessel making way.
31. Two masted vessel underway. Showing Starboard light.
32. Vessel with a tow of more than 600 feet.

Key for Daylight Instruction with Discs.

1. 10 and 14 Yellow. 29 Green. 30 Red.
2. 1 and 10 yellow. 29 Green. 30 Red.
3. 6 and 12 Yellow. 23 Red.
4. 5, 11, 15 and 19 Yellow.
5. 11, 15 and 19 Green.
6. 9 Red. 20 Yellow.
7. 9 and 18 Green.
8. 9, 11, 18 and 19 Green.
9. 10 Yellow. 29 Green. 30 Red.
10. 20 Yellow.
11. 29 Green. 27 Yellow. 30 Red.
12. 27 Yellow.
13. 27 Yellow. 32 Red.
14. 1 and 10 Yellow. 11 Red. 29 Green. 30 Red.
15. 1, 11 and 29 Green. 30 Red
16. 1, 9, 11 and 29 Green. 30 Red.
17. 1,2, and 3 Yellow.
18. 2 and 15 Yellow.
19. 5 and 13 Yellow. 15 Red.
20. 5, 13, and 15 Yellow.
21. 5 and 14 Red, 20 Yellow.
22. 10 Yellow, 14 Red.
23. 5 and 14 Red. 10 Yellow.
24. 5 and 14 Red.
25. 28 and 31 Red.
26. 28 and 31 Yellow.
27. 29 Green. 30 Red.
28. 5 and 14 Red. 29 Green. 30 Red.
29. 10 Yellow, 14 and 30 Red. 29 Green.
30. 5, 14 and 30 Red. 10 Yellow. 29 Green.
31. 4 and 16 Yellow. 25 Green.
32. 5, 10 and 14 Yellow. 29 Green. 30 Red

DAY MARKS

Key to Panel on the inside of the lefthand front door.

NOTE. BALLS ARE INDICATED BY DISCS.

Side view of vessel under sail and mechanical power	Black cone on pegs 2/9, or 3/11
Vessel at anchor.	Black Ball on Peg 20.
Vessel not under command.	Black Ball in pegs 5 and 10.
Vessel aground.	Black Ball on pegs 5, 10 and 14.
Fishing vessel underway with her gear out.	Black Ball on peg 14.
Fishing vessel at anchor, with her gear out.	Black Ball on peg 13, or 15. Vessels may pass on the side on which the ball is hoisted
Seine Fishing vessel shooting her nets	Black Ball on peg 16. Black Ball on pet 12, or vice versa.
Light vessel out of position	Black Ball on pegs 26 and 31 International Code Flag "P" on pegs 20/21. International Code Flag "C" on pegs 22/24
Cable Laying vessel.	Red Ball on pegs 9 and 19. White Diamond on pegs 14/17.
Examination Vessel. Port closed.	Red Ball on pegs 9, 13 and 18. Examination Flag on pegs 3/8.

Key to Pegs

