- (c.) Management of steamships in heavy weather.
- (d.) Construction of rafts and jury-rudders suitable for screw-steamships.
- (e.) The preservation of the ship's crew and passengers in the event of wreck.
- (f.) The best arrangement for towing vessels under different circumstances.
- (g.) The law as to the engagement, discharge, and management of the crew, and the entries to be made in the official log-book.
- (h.) How to get a cast of the lead in heavy weather, &c.
- (i.) How to rig a sea-anchor.
- (j.) Any other questions appertaining to the duties of a master of a home-trade vessel which the Examiner may think necessary to ask.

Master of River-steamer.

63. Master of Restricted-limits Steamships.—Candidates for examination must make a proper application, on a form which will be supplied on application at any mercantile marine office. This application, accompanied with the necessary testimonials, must be lodged at the mercantile marine office for delivery to the Examiners. Certificates procured on false information will be cancelled.

64. Requirements.—All candidates for certificates must pass the

previously mentioned sight-tests.

65. A master of a river-steamer must be twenty-one years of age, and must have served at least one year at sea or on board of a vessel plying within river or extended river limits. He must produce satisfactory testimonials of good conduct and sobriety. He must be able to read and write, and understand the first five rules of arithmetic, both simple and compound. He must understand the rules of the road as regards both steamers and sailing-vessels, their regulation lights, and fog and sound signals, International Code of Signals, Harbour Regulations, and the colonial bar and tidal signals.

(Note.—Time served in steam or sailing vessels plying within river and extended river limits does not count as service at sea for the purpose of obtaining a certificate for a seagoing ship, with the exception that service in the extended river limits will count as qualifying for home-trade and other New Zealand local certificates.)

Master of a Sailing-ship, or a Ship propelled by any Mechanical Power other than Steam, plying in a River or a Harbour, or within other Restricted Limits.

66. The general rules as to the conduct of examinations and for the examination of sight-tests contained in the foregoing regulations shall apply to these examinations.

67. A candidate must be not less than twenty-one years of age, and have served three years at sea or in extended river limits, one year of which must have been served in a somewhat similar class of

sailing-vessel.

- 68. Examination in Navigation.—He must be able to read and write a legible hand, and understand the first five rules of arithmetic, both simple and compound. He must be able to take a bearing by compass, be conversant with the use of Mercator's chart, and be able to find, on a magnetic chart, the course to steer, and the distance from one given position to another; to find the ship's position on the chart from cross-bearings of two objects, and from two bearings of the same or different objects, the course and distance run between taking the bearings being given, also the distance of the ship from the object at the time of taking the second bearing. He must be able to find the deviation of the compass by bearings of two objects in a line. He must be able to find the times of high and low water at the different places given in the "New Zealand Nautical Almanac." He must also pass an examination in the International Code of Signals, the New Zealand General Harbour Regulations, and the colonial bar and tidal signals.
- 69. Examination in Seamanship.—He must possess a thorough knowledge of the rule of the road as regards both steamers and sailing-vessels, their regulation lights, and fog and sound signals. He must be able to describe the signals of distress and the use and management of the rocket apparatus in the event of his vessel being stranded, and a knowledge as to the ports in New Zealand where such rocket apparatus for saving life has been placed. He must be able to mark