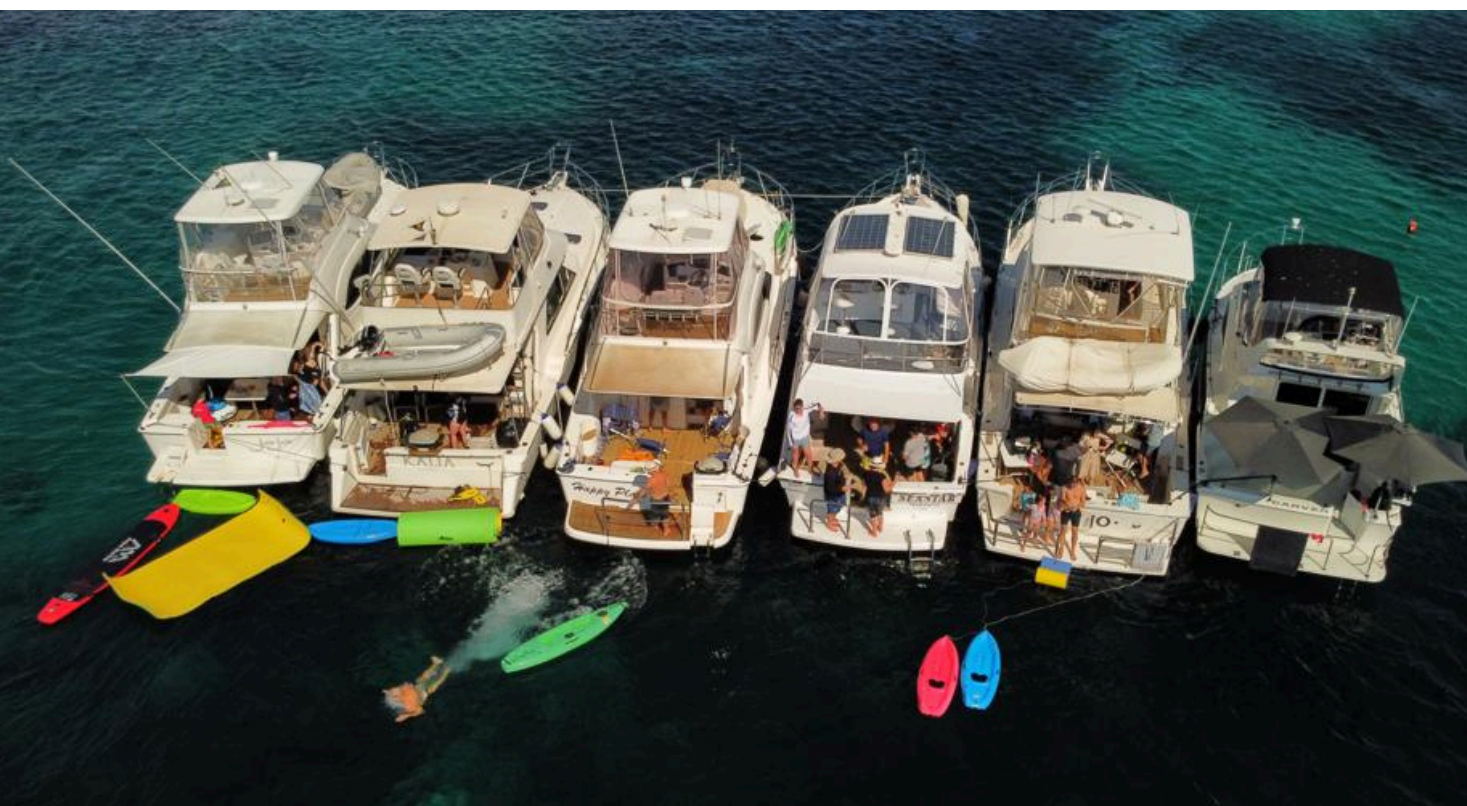




# Rottnest Convoy

Saturday 22 March 2025



This guide has been prepared with the best of intentions to assist participants in the convoy. However, it is for general guidance only and should not be relied upon as a substitute for proper navigational planning, seamanship or individual decision-making.

All skippers are responsible for the safe operation of their own vessels, including assessing weather conditions, navigational hazards, and ensuring compliance with all maritime laws and safety regulations. The convoy organisers and the Yacht Club accept no liability for any loss, damage or incidents that may arise during the event.

Participants are strongly encouraged to carry appropriate safety equipment, monitor official marine weather forecasts and exercise sound judgment at all times.

Safe boating and we look forward to a great trip to Rottnest!



## CONTENTS

1.	WELCOME & OVERVIEW.....	2
2.	COMMUNICATIONS .....	2
3.	CONVOY NOTES.....	2
4.	VOYAGE NOTES.....	4





## 1. WELCOME & OVERVIEW

**8:00am** - Meet & greet on the front lawn in front of the clubhouse

**8:15am** – Briefing for convoy participants

**8:30am** – Convoy departure

Plan for the day will be to head to Thompson Bay followed by Longreach Bay then Georgie Bay. Following which we will invite members to raft up at Parakeet Bay subject to conditions and available space.

## 2. COMMUNICATIONS

**For the purposes of the convoy we will be utilising VHF channel 68.**

Under typical circumstances VHF channel 16 would be advisable to monitor as well as use for Fremantle Sea Rescue Log On/Off.

For transition through Fremantle Port VHF channel 12 provides updates on ship movements and other relevant port activity.

During the course of the convoy, please ensure to articulate if you will be leaving at any stage or similarly, have any queries along the way.

**Outside of VHF communications please feel free to contact**

- **RCP Chris Corbett via mobile: 0400 400 336.**
- **GM Glen Deublé via mobile: 0416 212 666**

If at any point you are leaving the convoy or otherwise experience difficulty communicating via the nominated VHF channel, please ensure to advise accordingly via call or text.

## 3. CONVOY NOTES

Credit Mr John Whitley



## PFSYC ROTTNESST CONVOY NOTES

### Thompsons Bay / Longreach Bay / Geordie Bay

The convoy channel to talk between ourselves is Marine Radio – VHF Channel 68.

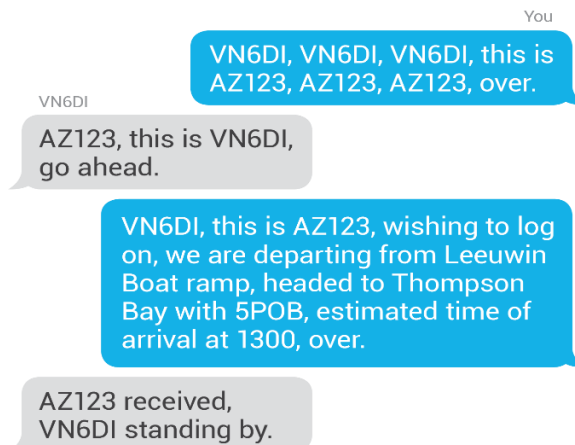
It's good safe practice to sign on and off with Fremantle Sea Rescue. The best way to log on is your marine radio or alternatively, you can log on by phone.

#### Marine Radio - General & Emergency Use Channels

- VHF Channel 73 (or 16 – emergency)
- 27Mhz Channel 90 (or 88 – emergency)
- VHF Channel 67 – Supplementary distress, urgency or safety traffic
- Perth Only – Weather and Navigation Safety Warnings – 0718 & 1918 HRS WST
- Severe Weather Warnings at 18 minutes past odd numbered hours
- Phone – 9335 1332

To log in with Fremantle Sea Rescue, you'll need to tell them;

- Your boat registration number (eg. AZ123)
- Your FG number if you are a Member with Fremantle Sea Rescue
- Your point of departure – Yacht Club, ramp, mooring etc.
- Your precise destination – Longreach Bay, fishing between 2-4 miles north of west end etc.
- The number of people on board
- Your expected time of arrival for safe ports, or return from fishing trips



---

#### Sea State Planning

Your trip may not necessarily be in a straight line (have a look at this article from Club Marine - <https://www.clubmarine.com.au/exploreboating/articles/31-4-Heavy-weather-boat-handling>)



It's **important** before boating **to check the weather and the seas** at the **location you're leaving, through to the destination you are going to**. We would also recommend you **look at the whole duration of your trip** and make decisions having got as much information as possible about the **elements** that can affect your trip and that could determine a comfortable journey for you and your guests or what could turn into a disaster.

- [www.seabreeze.com.au](http://www.seabreeze.com.au)
- <https://wind.willyweather.com.au/wa/perth/perth.html>

## PLEASE NEVER UNDERESTIMATE THE ELEMENTS – RESPECT THEM

---

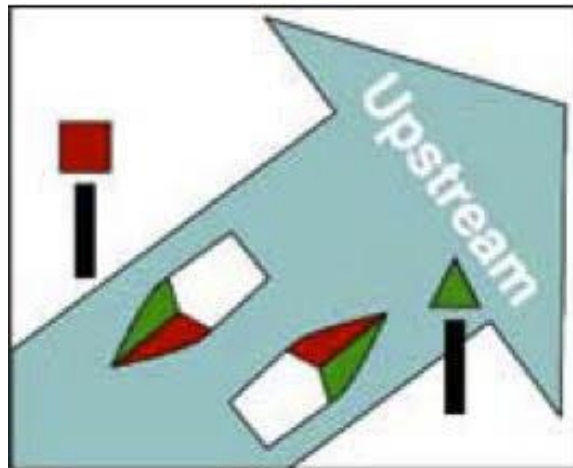
### Coming In, Going Out Rule – Lateral Markers

When entering harbours or travelling upstream in a river, leave port hand marks on your port side and starboard hand marks on your starboard side.

When leaving harbours or travelling downstream, leave port hand marks on your starboard side and starboard hand marks on your port side.

**Tip** – One way to remember – “there's some red port left in the bottle” – when travelling upstream.

Lateral marks are not always placed in pairs where you simply have to pass between them. When you see just one, you will need to bear in mind the upstream-downstream principle.



---

### Leads

Leads are:

- A pair of navigation marks, used to indicate a safe passage for vessels entering a shallow or dangerous channel
- Separated in distance and elevation, so that when they are lined up vertically, with one behind the other, they provide bearing
- Usually used to enter a harbour, anchorage or navigate a channel



- Often used for the approaches to anchorages (there are many at Rottneest) instead of lateral marks

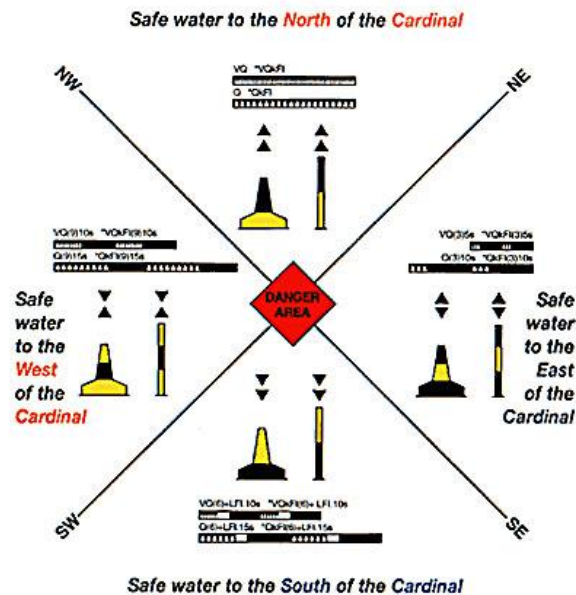
You steer to keep the rear lead directly above the front lead.

---

## Cardinal Marks

A cardinal mark indicates where the safest water may be found and is best used together with a compass. It shows where the mariners can safe pass safely and may;

- Indicate the deepest water in the area
- Show the safest side to pass a danger
- Draw attention to a feature in a channel such as a bend, junction or an end of shoal



Think of a clock face when remembering the lights on cardinal marks;

- Three flashes for east
- Six flashes for south
- Nine flashes for west

By day, the colour scheme can be remembered by noting that the black segment is positioned where the cones point;


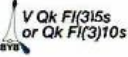
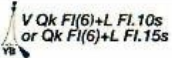
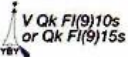
- North – the top mark points up and black segment is at the top
  - East – the top mark points outward and there are black segments top and bottom
  - South – the top mark points downward and the black segment is at the top
  - West – the top mark points inward and the black segment is in the middle
-



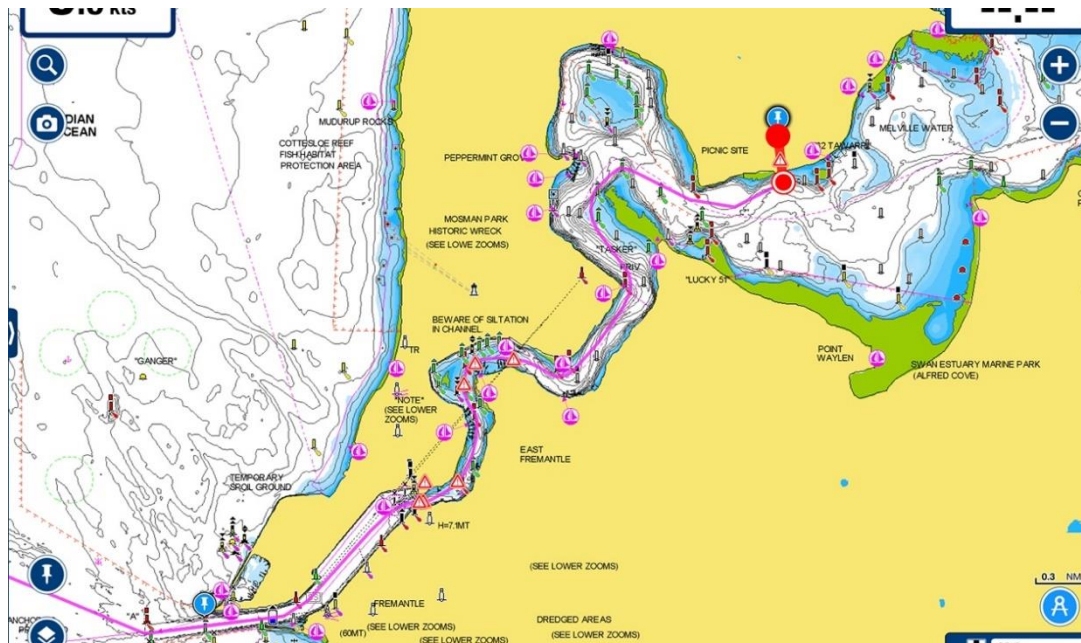
## OP Marks

Black double cones, clearly separated.

Colours – black and yellow horizontal bands with the position of the black band or bands relative to the respective cardinal points.

	North	Top mark points up, black band above yellow band.
	East	Top mark points outward, black bands above and below yellow band
	South	Top mark points down, black band below yellow band
	West	Top mark points inward, black band between yellow bands

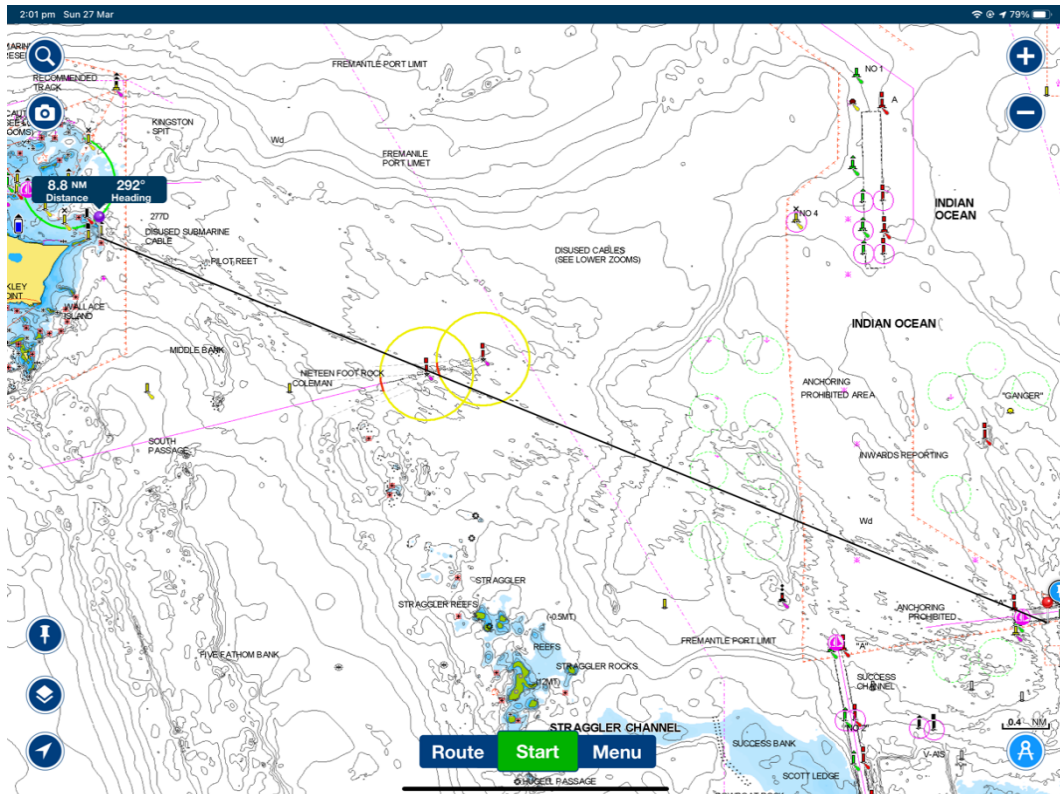
First stage of the trip we leave the Club no later than 08:30am and head down the river to Fremantle heads.





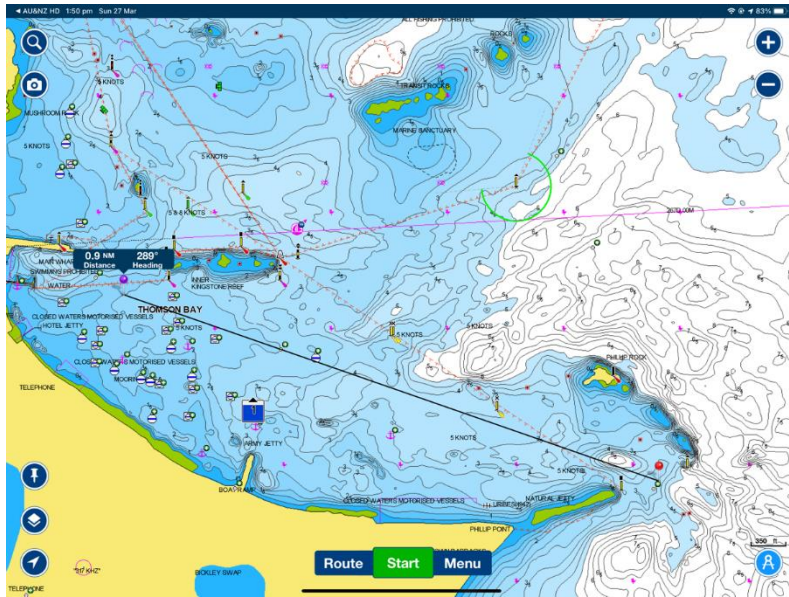
## Thompsons Bay

Exiting the Harbour Heads is dependent on wind and swell, often we head between 285-295 degrees. As you can see below all be perfect, 292 degrees, is on a still day.

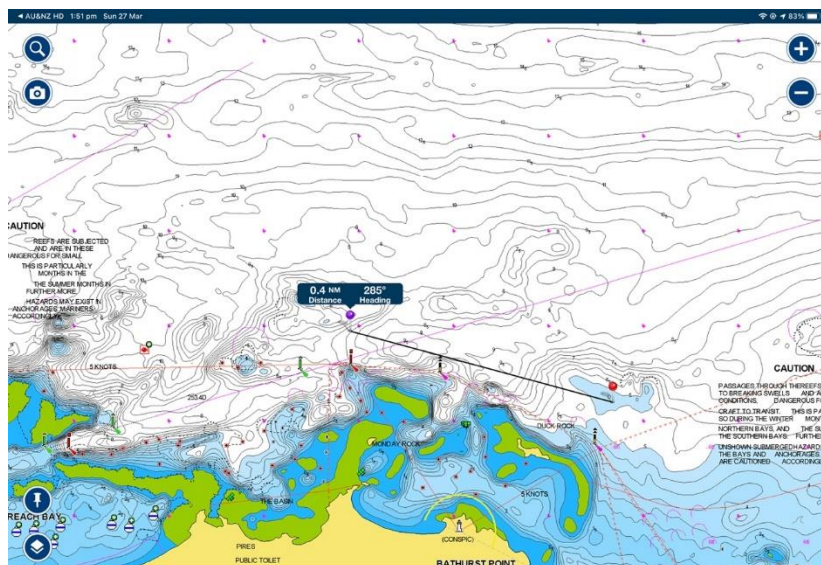
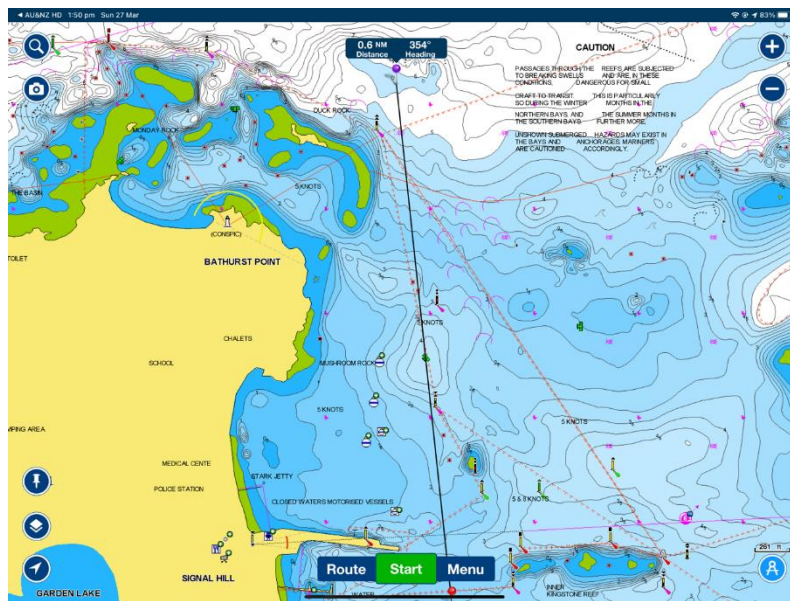


Once into the markers at the southern end of Thompsons Bay, you must reduce speed to 5 knots and head approximately 289 degrees, so as to miss markers on the starboard side and travel through to the next destination.





Then adjust as we make our way out of the Northern end of Thompsons Bay to 354 degrees and make our way to the Northern Cardinal Marker. Keep the Spit posts to our starboard and at 5 knots, and the turning approximately 285 degrees.

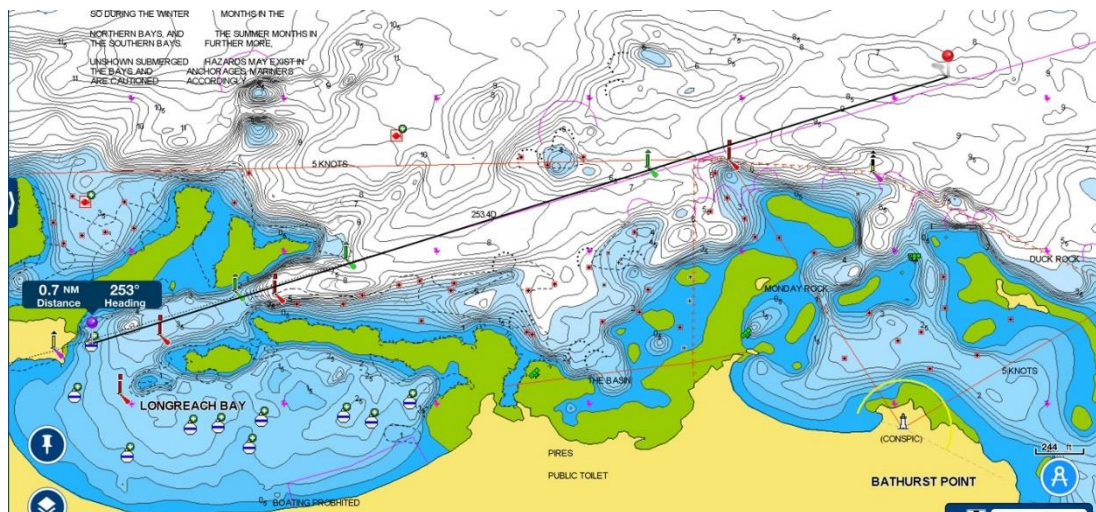




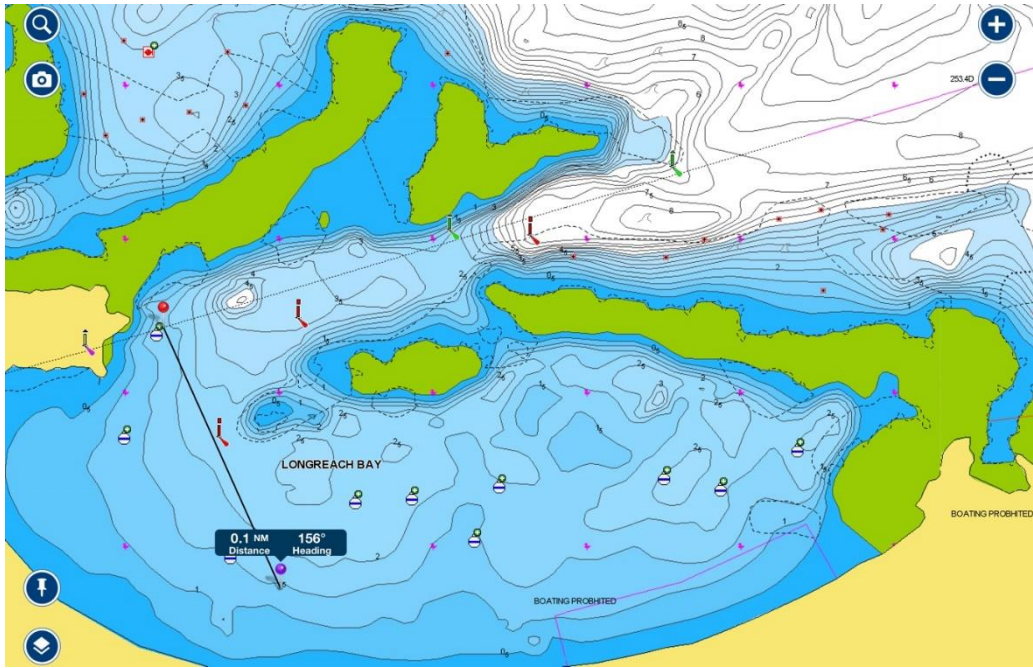
## Longreach Bay

After the marker we will be heading into Longreach Bay. Using the formula to make sure you are the correct side of the markers – you want the **RED** spit marker on your **port**, as you are heading into a Bay/Harbour & the **GREEN** ones on your **starboard** heading approximately 253 degrees.

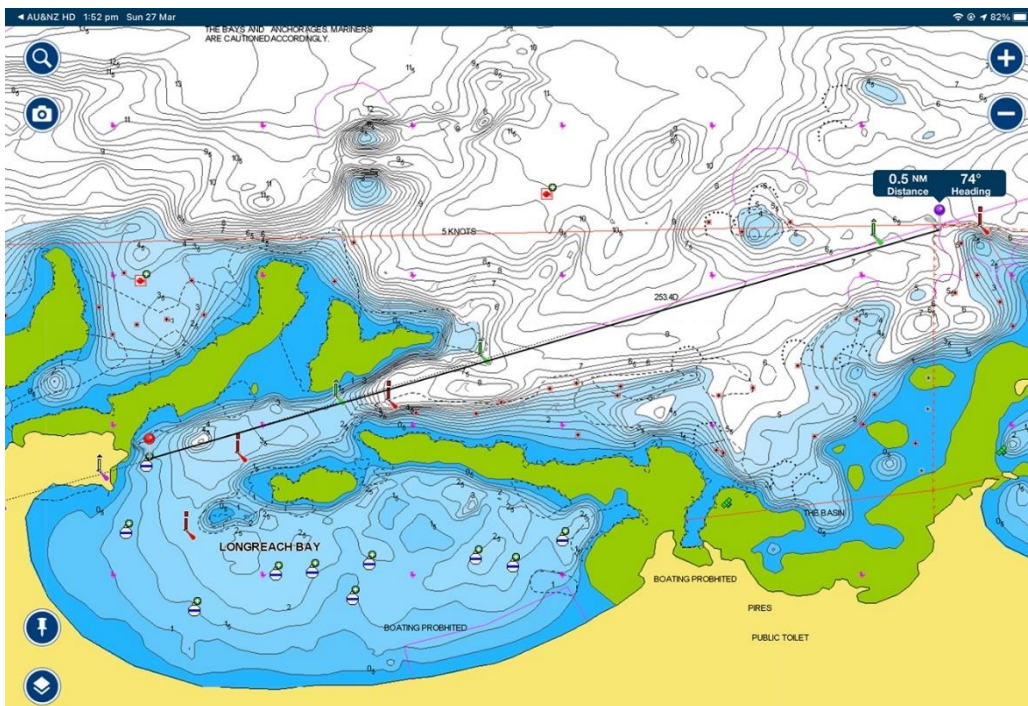
Also look for the Triangle Guide Markers at the base of the cliff and the upper edge of the cliff. They are triangles that if you get the two points to meet show you clear access to the bays.



And then as there are no green ones to use as markers, you just go around with the **RED** ones on your **port** side.



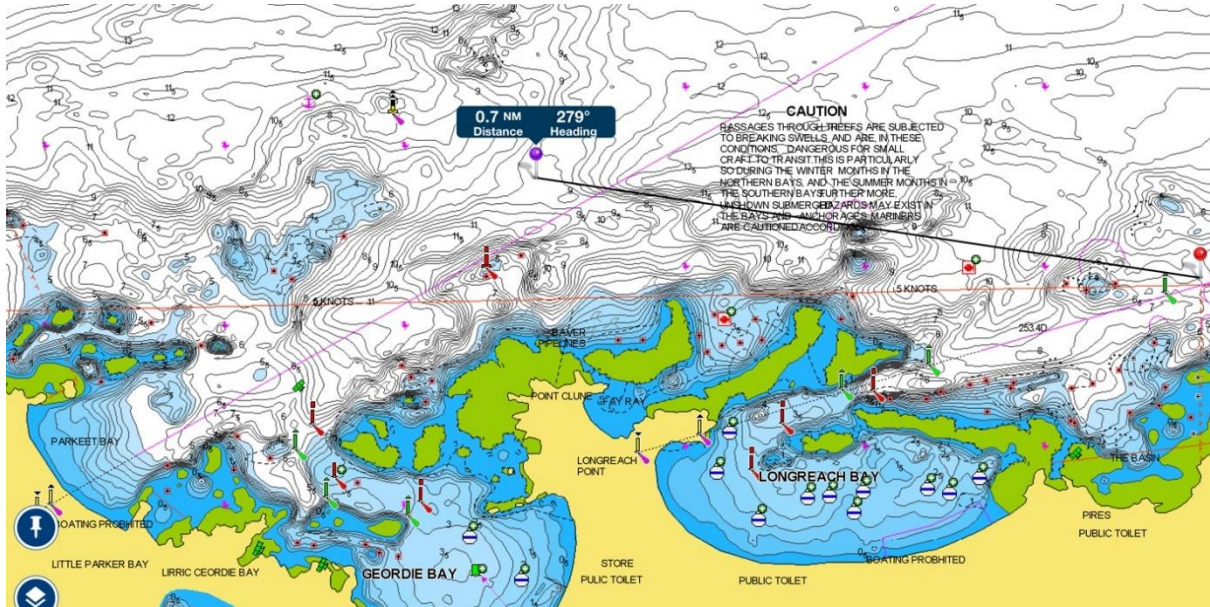
When exiting Longreach approximately 74 degrees, you now reverse the markers again as you are heading out of a Port/Harbour/Bay. Keep the GREEN markers on your port side and the RED markers on the starboard side.



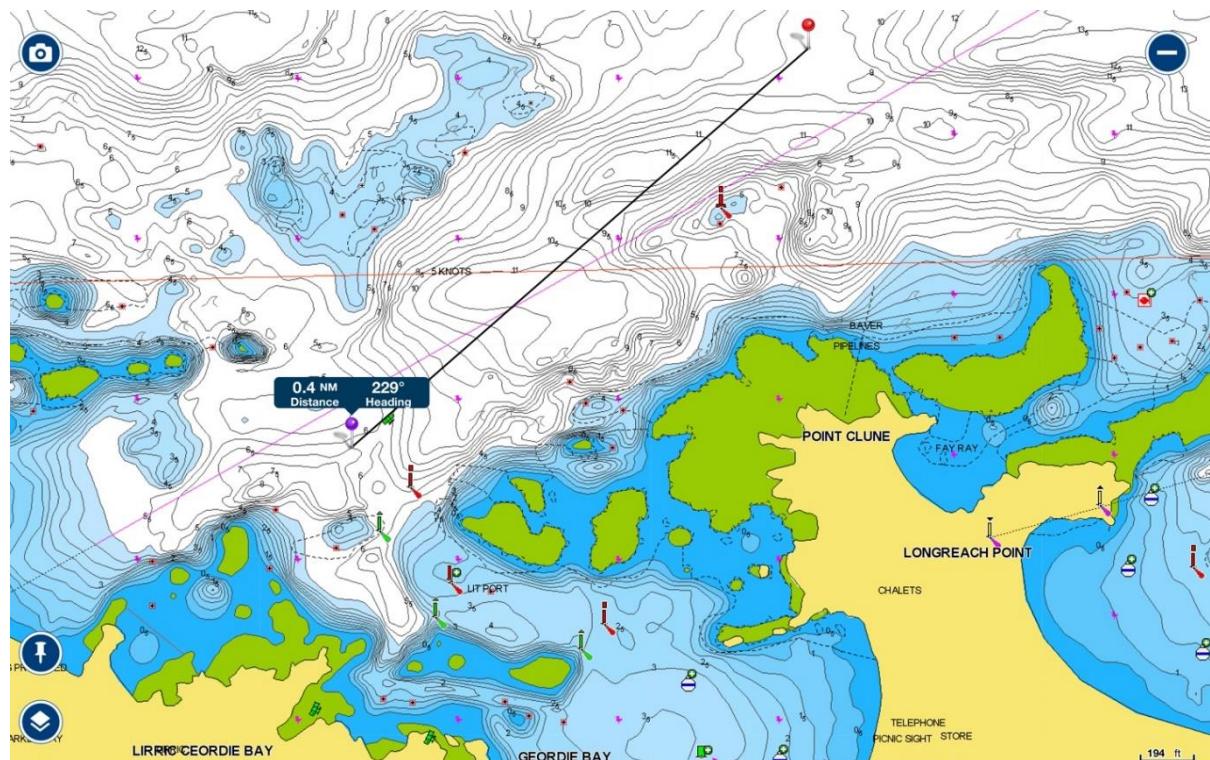


## Geordie Bay

After leaving the last red and green spit posts at Longreach Bay turn port roughly 279 degrees.

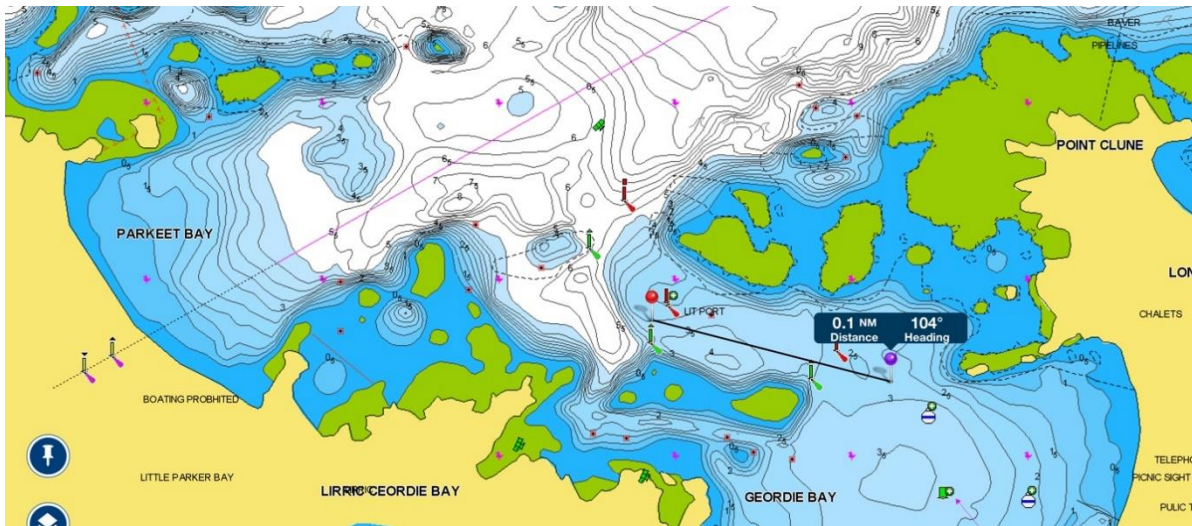
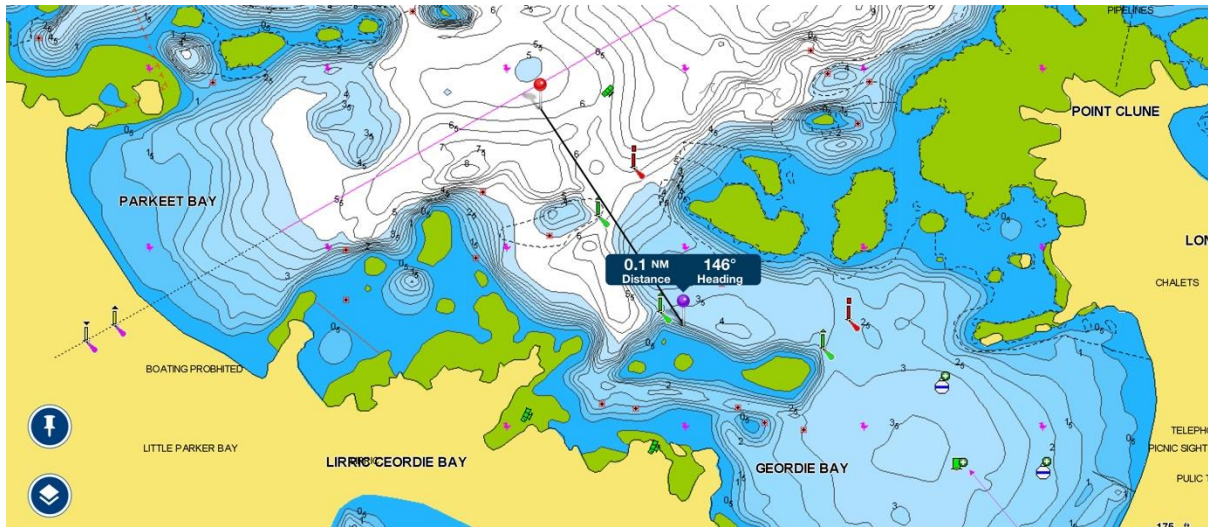


When you are alongside the red floating spit post that will be on your port side you can change direction to head into Geordie Bay on 229 degrees and again look out for the triangle markers to guide you in and again change as you are going into a Port/Harbour/Bay and keep the **RED** spit markers on your **port** and the **GREEN** markers on your **starboard**.





Then change around 146 degrees and then again to 104 degrees until you are in the bay.



Follow us then out and remember to reverse your spit posts when exiting – RED on your port and GREEN on your starboard.

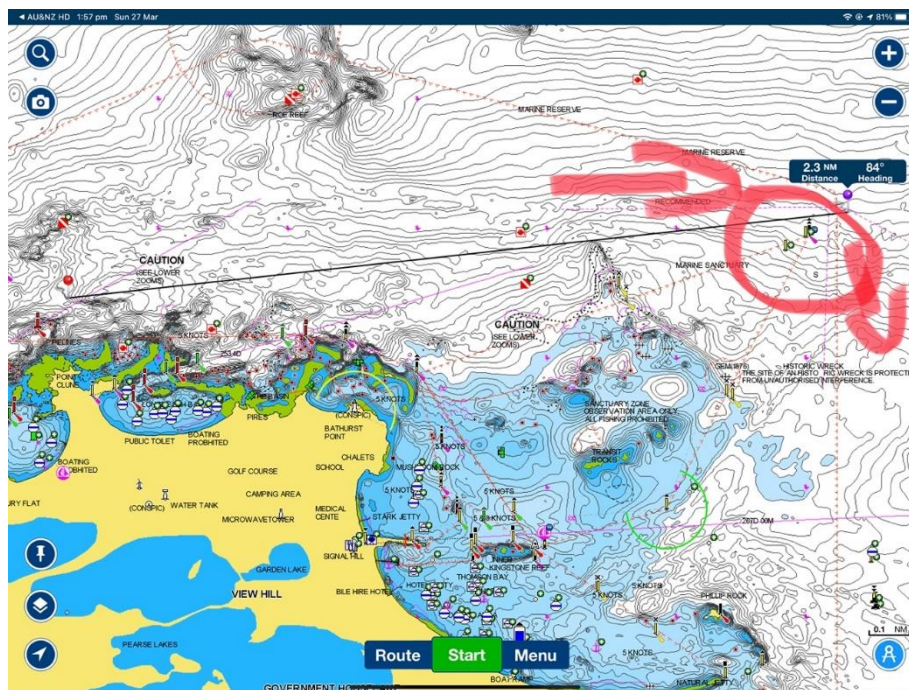
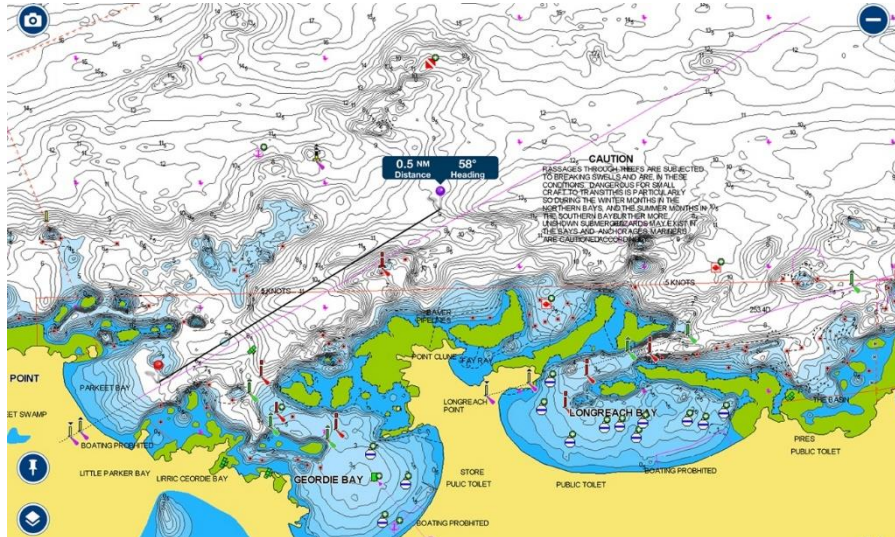
We will now head to Parakeet Bay for a Raft Up & Lunch,

CONGRATULATIONS YOU HAVE JUST ENTERED THREE BAYS!



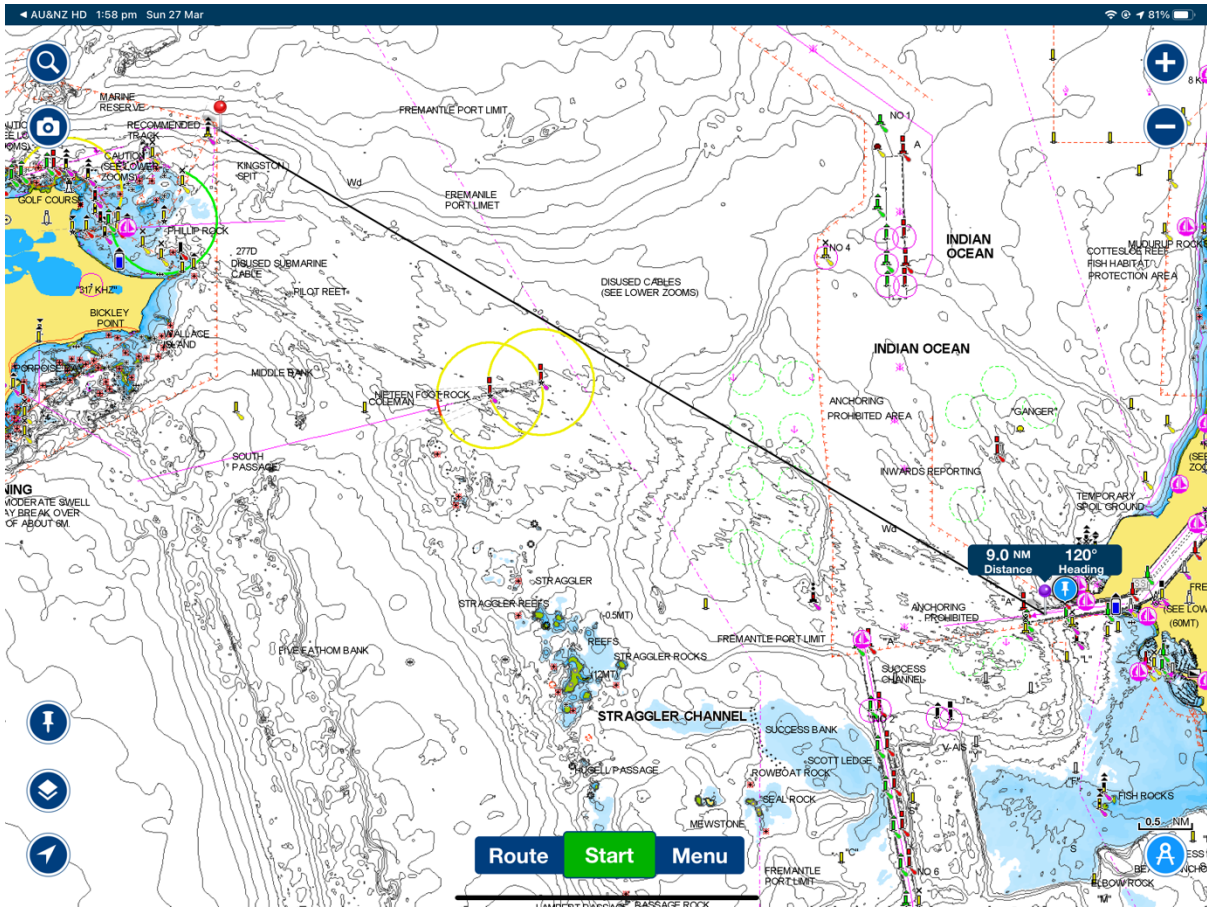
For those going straight home we will go North-East of transit to show you the safe way to go around and then straight home to Fremantle.

Head approximately 58 degrees and then we will be turning approximately 85 degrees towards Kingston Spit as per red circle around it below. We will stay north of it and then turn south once we have gone past it.



Heading home after Kingston Spit head approximately 120 degrees towards the Fremantle Harbour.

Use a visual marker as you get closer – if you can see the top of the Marine Museum roof then you want to be slightly to the right of it. You can also use the cranes in the harbour as a visual point and stay right of those as you head home.



Last reminder – when entering any Port/Harbour/Bay keep the **RED** marker spits to your **port** and the **GREEN** marker spits to your **starboard**.

WELCOME HOME!