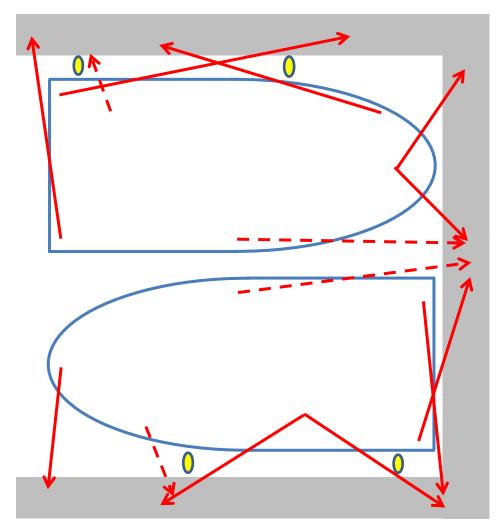


Mooring Configuration and Rope Size Guide



Additional breast and spring lines are highly recommended for 12m+ vessels.

The combination of Bow and Stern Springs prevent the vessel from surging back and forth

Size of Boat (m)	Diameter (mm)
8 – 10	16 - 18
10 – 15	18 – 22
15 – 20	24 or greater



Guidelines

- 1. Each vessel to be secured with a minimum of 4 or preferably 6 mooring lines, as per diagram.
- 2. Mooring lines should have an eye splice in each end.
- 3. Specs based on silver rope. If nylon rope is used it can be of a smaller diameter.
- **4.** Figure eight knots not to be used to shorten the length of mooring lines, as this creates a weak point.
- 5. Mooring lines should have minimal slack to reduce swinging and minimise shock loads on cleats and lines.
- Mooring lines should be as long as practicable to provide maximum flexibility to resist shock loads.

This can be achieved by crossing stern lines and lengthening springs.

- 7. Doubled rope of a smaller diameter should not be used and steel fixings on cleats are **prohibited**.
- **8.** Vessels are not to share cleats, as this results in damage to the jetty tracks. Additional cleats are available from the marina office.
- **9.** Attaching mooring lines to the opposite side of the finger jetty to which the boat is berthed is not allowed. This causes twisting of the pontoon and deck and results in damage.
- **10.** Splicing eyes through cleats is **prohibited** as this can seriously delay movement of the boat in an emergency situation.
- **11.** Continuous mooring lines are not accepted.
- **12.** Mooring configurations for docks such as Floating Dock, Sea Pen and Fab Dock shall be requested from the manufacturer.
- **13.** Mooring lines with severe degradation may be replaced by Marina Management at their discression with costs forwarded onto the penholder.
- **14.** Fenders must be used to prevent direct contact between vessel and jetties. The D fender on finger jetties should not be in direct contact with moored vessels.