G.3.12 Mooring Facility (C)
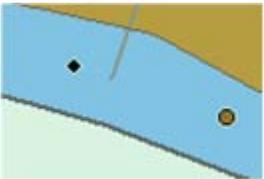
The equipment or structure used to secure a vessel (adapted from IHO Dictionary, S-32, 5th Edition, 3322)

Graphics	Encoding Instructions	Object Encoding
Real World (Mooring Cell) *Real World (US: Dolphin)* *IENC Symbolization (Point cell (left); dolphin (right))* 	A) Area feature should be used for structures greater than 3 metres in diameter. B) Use LNDARE beneath feature if not floating and code WATLEV=2 for MORFAC object. C) US: Use CATMOR=5 (post/pile) for mooring cells. D) Place OBJNAM, if known, on each buoy/pile. E) In an instance when a barge has been sunk near the shoreline and dolphins permanently attached to it, code each dolphin as a MORFAC (P), CATMOR=1. F) If individual bollards are encoded, CATMOR = 3 (bollard) shall be used. G) In the event that a MORFAC (A) is used, it is also allowed to encode an additional MORFAC (P) to help aid in the display for planning purposes. The MORFAC (P) should be placed inside the MORFAC (A) on the side closest to the navigation channel. H) Mooring buoys (CATMOR = 7) may be placed on land if they are normally on land (LNDARE) and are only found in the water during high water conditions. I) Mooring facilities that are located in navigable water must be encoded.	**Object Encoding** **Object Class =** MORFAC(P,L,A) (M) CATMOR = [1 (dolphin), 3 (bollard), 5 (post or pile), 7 (mooring buoy)] (O) NATCON = [1 (masonry), 2 (concreted), 3 (loose boulders), 4 (hard surfaced), 5 (unsurfaced), 6 (wooden), 7 (metal), 8 (glass reinforced plastic (GRP))] (O) OBJNAM = ["Facility Name"] (O) NOBJNM = (Refer to Section B, General Guidance) (O) WATLEV = [2 (always dry)] (O) CONDTN = [1 (under construction), 2 (ruined), 3 (under reclamation), 5 (planned construction)] (M) SCAMIN = [EU: 22000; US: 30000; for individual bollards: 4000] (C) SORDAT = [YYYYMMDD] (C) SORIND = (Refer to Section B, General Guidance)