

## 1 Passenger and Crew Count Version: 1

**Published: 3 April 2013**

**Release Version: 1**

**DAC: 367 FI: 16**

**Submit any suggested changes to:** [gwjohnson@alionscience.com](mailto:gwjohnson@alionscience.com)

### **Summary of changes:**

#### **Release Version 1:**

- changed DAC to 367 to reflect final message. Set to version 1.
- added message version.
- added UTC day and time for currency of data.
- changed name to be Passenger and Crew count to differentiate from International version.

#### **Previous changes to drafts:**

- added message linkage ID.
- separated person onboard data into crew and passengers.
- added a vessel info field.

### **1.1 Introduction**

---

The purpose of the Passenger and Crew Count message is for a ship to report the number of persons on board separated into passengers and crew, e.g., upon request by a competent authority.

### **1.2 Usage notes**

---

1. This message is addressed only; sent to the competent authority requesting the information.
2. The total number of people onboard the vessel is the sum of the crew (anyone not a passenger) and passenger numbers.
3. The Message Linkage ID can be used to link additional text (e.g., a separate text message). However, the same source MMSI needs to be included in both the Passenger and Crew Count and Linked Text messages).
4. The UTC day and time fields reflect the time the message is prepared; the number of crew and passengers in the message shall be whatever they were at this time.
5. If a message is received with a more recent day/time, then the older message should be discarded and the newer data used.

### 1.3 Message Format

**Table 1: Passenger and Crew Count – Addressed**

	Parameter	# of Bits	Description		
Standard Message Header	Message ID	6	Identifier for Message 6; <b>Set to 6 addressed</b> , acknowledgement needed.		
	Repeat Indicator	2	Used by the repeater to indicate how many times a message has been repeated. (See ITU-R M.1371-3, Annex 2, § 4.6.1). 0-3; 0 = default; 3 = do not repeat any more. <b>Set to 0 (default)</b> .		
	Source MMSI	30	MMSI number of source station. Varies according to the transmitter ID.		
	Sequence number	2	0 – 3; refer to ITU-R M.1371-3, Annex 2, § 5.3.1.		
	Destination MMSI	30	MMSI number of destination station.		
	Retransmit Flag	1	Retransmit Flag. 0 = no retransmission = default; 1 = retransmitted.		
	Spare	1	Not used. <b>Set to zero</b> .		
Binary Data	<b>Designated Area Code</b>	<b>10</b>	<b>Designated area code (DAC). (See Rec. ITU-R M.1371-3 § 2.1, Annex 5). Set to 367 (US).</b>		
	Function Identifier	6	Function identifier. <b>Set to 16</b> .		
	Application Data	<b>Message Version</b>	<b>6</b>	<b>Sequential number used to indicate the message version in steps of 1. Range from 1 to 63. Value of 0 means test message. Set to 1.</b>	
		Message Linkage ID	10	A source specific running number, unique across all binary messages equipped with Message Linkage ID. Used to link additional information to the message by a Text Description message. The Message Linkage ID and the first six digits of the source MMSI uniquely identify the sent message. 1 – 1,023; 0 = not available = default.	
		<b>Timestamp for currency of POB data</b>	<b>UTC day</b>	<b>5</b>	<b>UTC day of the POB data currency.</b> <b>1 – 31; 0 = UTC day not available = default.</b>
			<b>UTC hour</b>	<b>5</b>	<b>UTC hour of the POB data currency.</b> <b>0 – 23; 24 = UTC hour not available = default;</b> <b>25 – 31 (reserved for future use).</b>
			<b>UTC minute</b>	<b>6</b>	<b>UTC minute of the POB data currency.</b> <b>0 – 59; 60 = UTC minute not available = default;</b> <b>61 – 63 (reserved for future use.)</b>
		Total crew members	13	Number of persons on board other than passengers: 0 = not available or unknown= default; 1 – 8,191 crew; 8,192 = >8,192 crew.	
		Total passengers	15	Total number of passengers onboard: 0 = not available or unknown= default; 1 – 32,767; 32,768 = >32,768 passengers.	
	Additional Vessel Type Information	4	This parameter provides additional information about the vessel type. 0 = Unknown or not in list= default; 1 = Ferry vessel (people and vehicles); 2 = Ferry vessel (people only); 3 = Cruise ship; 4 = Excursion vessel; 5-15 = Reserved for future use.		
	<b>Total bits</b>		<b>152</b>	<b>1 Slot Binary Message</b>	