



**APPLICATION FOR BAREBOAT CHARTER REGISTRATION OF A SHIP
UNDER THE MERCHANT SHIPPING ACT**

A. GENERAL				IMO No:		
1. Present Name		2. Where Built		3. When	4. Propulsion (Steam or Motor)	
5. Port where ship will be at time of registry		6. If previously registered in Malta state Official Number		7. Underlying Registry		
8. Classification Society/Issuing Authority, if applicable (a) Classification Society (b) DOC (ISM Code) (c) SMC (ISM Code) (d) ISSC (ISPS Code) (e) MLC (Maritime Labour Convention)						
B. HULL DESCRIPTION AND REGISTER DIMENSIONS						
9. Name and Address of Builders				10. Description of Vessel		
11. Number of Decks	12. Number of Masts	13. Stem	14. Stern	15. Build	16. Framework	17. Number of Bulkheads
18. Length (metres) Art 2(8) of ITC		19. Length Overall (in case where Art 2(8) does not apply)		20. Breadth (metres) Reg 2(3)		21. Depth (metres) Reg
C. PROPELLING ENGINES						
22. Number and Description of Engines		23. When Built		24. Number of Cylinders		25. Main Propulsion Power
26. Name and Address of Makers						
D. TONNAGE AND ACCOMMODATION						
27. Gross Tonnage		28. Net Tonnage		29. Number of seafarers for whom accommodation is provided		
E. CHARTERER						
30. Name				31. Passport No. (Individual) Partnership No. (Body Corporate)		
32. Residence/Registered Office				33. Telephone No:		
34. Details of Ship's Manager (ISM Code) & Company Identification Number				35. Telephone No: Fax No: Email: AOH No: Contact Person:		
36. Details of Ship's Manager Agents				37. Telephone No: Fax No: Email: AOH No: Contact Person:		
Application is hereby made for the registration of the above-described vessel as a Maltese ship under Part IIA of the Merchant Shipping Act. This vessel is documented under the laws of the country indicated in Item 7 above evidence of the consent of that Government/ registered owners/ and mortgagees to the registration of the vessel is enclosed herewith. (a)						
----- Signature ----- Charterer or duly authorised Agent						
Date _____		Name and Description _____				
(a) Delete whichever is inapplicable.						