

SIGNALS made at FORT GEORGE, when Vessels
are coming into Halifax Harbor :

One Ball	For one square rigged vessel.
One Ball, half hoisted,	For two do.
Two Balls close,	For three do.
Two Balls separated,	For four, do.
A Pendant of any colour,	For five, do.
A Pendant under one ball	For six do.
A Pendant over a ball half hoisted,	For seven do.
A Pendant under two balls close,	For eight do.
A Pendant between two balls separated,	For nine do.
A Flag of any color	For ten or more.

The above are hoisted at the east or west yard-arm, according to the quarter the vessel first appears in, with the addition of a ball in the centre of the yard, until the vessels can be seen when one or more of the following descriptive colours will be hoisted at the mast head :

- A Union, For a flag ship with or without a squadron.
- Do. with a red pendant over it, for a two-decker.
- Do. with a blue pendant over it, for a frigate.
- Do with a white pendant over it, for a small armed vessel.
- A red flag, pierced white, for a packet.
- A blue pendant for a merchant ship.
- A red pendant, for a merchant brig.
- A white pendant, for a topsail sloop or schooner.
- A red flag for a neutral man of war.
- Do. with a blue pendant under it, for a neutral merchant ship.
- Do. with a red pendant under it, for a neutral merchant brig.
- Do. with a white pendant under it, for a do. sloop or schooner.

Enemy's Signals :

- A French Jack, for an enemy's fleet.
- A blue pendant under a French pendant, for an enemy's ship.
- A red pendant under a do. for an enemy's brig.
- A white pendant under a do. for a do. sloop or schooner,
- A Union Jack over Enemies signals, denotes the vessels to be prizes.

Signal of Distress :

In cases when immediate assistance is necessary, a ball at the mast head, in addition to the descriptive colours of the vessel in distress, and guns occasionally, until the signal is attended to.

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