

SIGNALS,

*Made at Partridge Island, and repeated at the Tower in Carlton,
on the approach of vessels to this Harbour.*

- One Ball close for one square rigged vessel,
- One Ball half hoisted for two ditto,
- Two Balls close for three ditto,
- Two Balls separated, for four ditto,
- A Pendant of any colour for five ditto,
- A ditto under a Ball for six ditto,
- A ditto under a Ball half hoisted for seven ditto,
- A ditto over two Balls close for, eight ditto,
- A ditto between two Balls separated for nine ditto,
- A Flag of any colour for ten or more ditto,

The above are hoisted at the East or West arm, according to the quarter the vessels first appear in, with the addition of a Ball at the centre of the Yard until the rig of the vessel can be made out, when one or more of the following description of colours will be hoisted at the mast head:—

- An Union Jack for a Flag Ship with or without a squadron.
- ditto with a red Pendant over for a two decker.
- ditto with a blue ditto over, for a frigate.
- ditto with a white ditto, for a small armed vessel.
- A blue Pendant for a Merchant ship.
- A red ditto for a Merchant brig.
- A white ditto for a topsail schooner or sloop.
- A flag blue and white horizontally, a neutral fleet.
- A pendant white and blue, a neutral man of war.
- A blue flag a neutral merchant ship.
- A flag red, white and blue, an enemy's fleet.
- A pendant red, white, and blue, an enemy's man of war.
- A red flag, an enemy's merchant ship.
- An Union Jack, over neutral or enemy's signals, the vessel detained, or a prize.
- A white flag over any signal, vessel bears a flag of truce.
- A red flag pierced white, for the Digby Packet.
- A ball at the mast head, vessel is on shore, or in distress.
- ☛ Should immediate aid be necessary, guns to be fired.

In thick weather, a gun will be fired at Partridge Island, in answer to every gun heard at sea.—When a vessel requires a Pilot, her descriptive pendant will be shown at the yard arm, instead of a Ball.