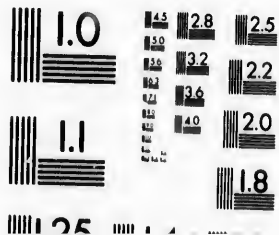


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I	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

I	2	2	2	2		I	I	I	I		I	2	3	3		I	2	3	4					6
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The Numerary Signals are marked with Stars, and are made by hoisting the Figures immediately over the Number required.

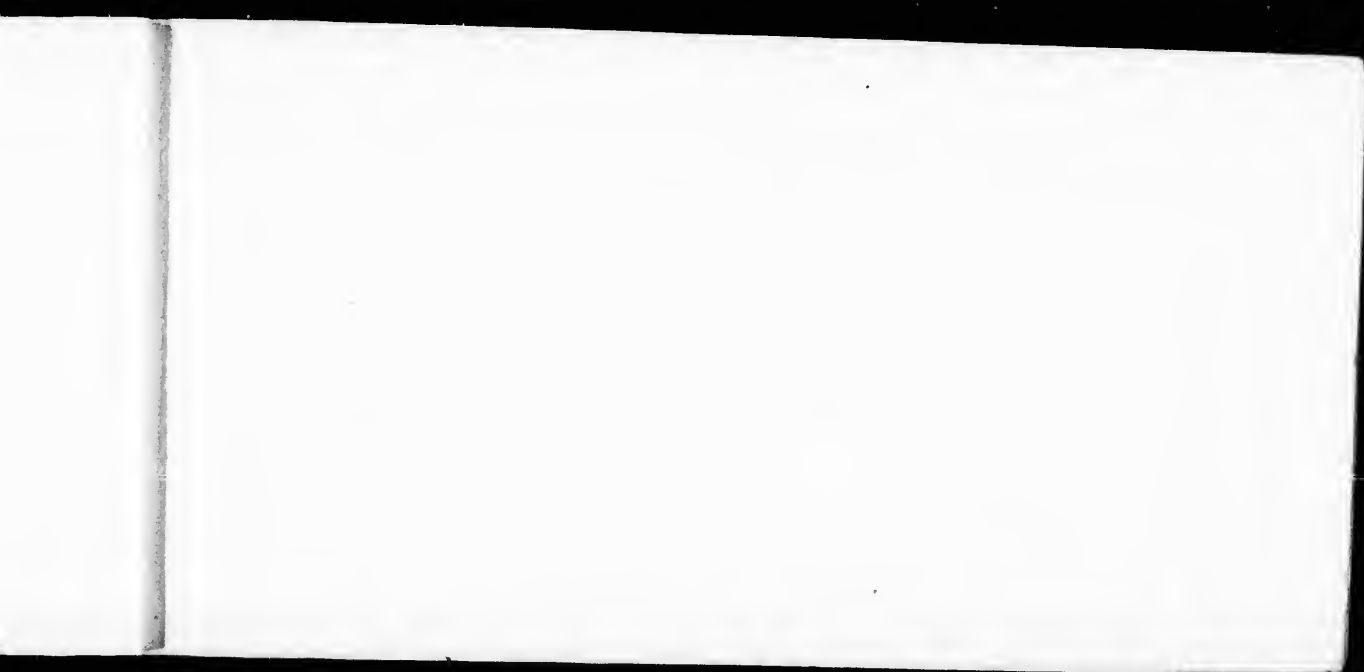
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Signals from Owl posts to recall their own Boats

A Whistle at the East Yardarm, for the best boat

A Whistle at the West yardarm, for the 2^d boat

A Whistle at the Masthead, for all boats

Note) The largest flag should be used for a Whistle, and officers are to accustom their Coxwains to know and obey these signals.

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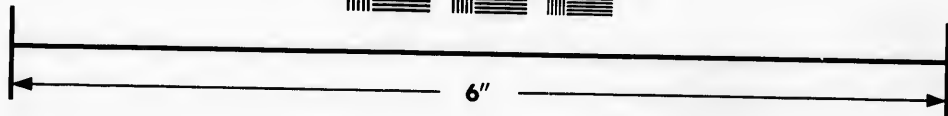
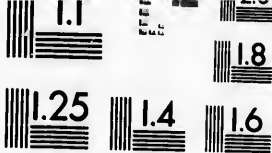
SIGNAL ORDERS AND INSTRUCTIONS.

All Balls and Colors composing one Signal must be hoisted and lowered exactly together, therefore no Signal is to be commenced until all the Balls and Colors are fixed, which will be necessary for the Signal.

All Figures shewn at the same view, are to be written under each other.

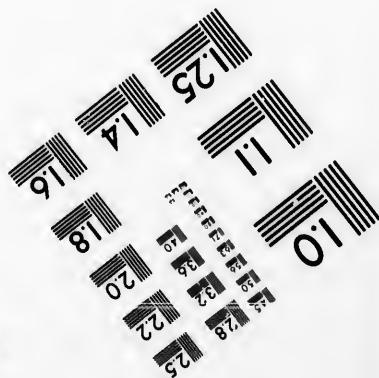
Should it be necessary to fire Guns to call attention to a Signal of which Guns compose a part, the Guns which belong to the Signal must be fired after the signal has been answered, in addition to those used to call attention.

By Command of the Honble. J. Pitt Rivers



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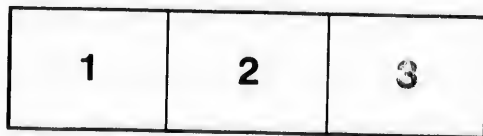
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Guns never to be fired in thick Weather, when the duty can be executed without, and Fog Signals are never to be repeated, except by the Post which first makes them.

Guns never to be fired to call attention, but when expedition is absolutely necessary, as it is the Duty of all Posts to windward of the one for which a Signal remains up unanswered, to repeat the Guns fired to call attention.

All Orders conveyed by Signal are for immediate execution when no particular time is specified, therefore any doubts respecting the meaning of a Signal, or inability to execute the order given by it, must be immediately notified, otherwise it is concluded that the Signal is perfectly clear and that the purport of it will be executed, and the

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strict observance of this rule is of so much consequence, that in cases when a repeat of a Signal not understood cannot be obtained, a messenger must be sent to Head Quarters for an explanation.

No Writing to be put in the Signal Books, except at HeadQuarters.

No Copy to be made from the Signal Books, nor any part of their Contents to be made known to any Person not entitled to be instructed in the Signal Duty.

In repeating Signals from one Post to another, the first Signal is not to be altered until it is accurately repeated by the Post which is to forward it, and so on with every successive one.

Out Posts are to make Signals of information, whenever any of the circumstances occur for which sentences are provided.

No signals are to be made when Vessels are coming into the Harbor but such as relate to them, except in answer to questions, or when a case does not admit delay.

Officers commanding at advanced Posts are responsible that the Harbor is not surprized by an Enemy, to prevent which, should any number of armed ships have approached an Out Post in *thick weather*, or under supposition that they were *friends*, or by *night*, one of the following Signals is to be made with the greatest dispatch to alarm the Posts, upon which alarm, every preparation is to be made for Action by all Posts round the Harbor, and all persons are to remain at their alarm Posts, until dismissed by an order from Head-Quarters. As a surprise would be the most dangerous as well as the most disgraceful thing to

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to an Officer who is particularly posted to guard against it, such Officer cannot pay too much attention to instruct and watch over the conduct of his Sentries, more particularly in thick Weather and by night, and though false Alarms should be avoided, yet an Officer had better make them, than suffer the Harbor to be attacked unprepared.

ALARM SIGNALS.

In Foggy Weather, four or more Guns fired quick after each other.

In Clear Weather by Day, three Balls over a Flag, at the Mast Head, with Guns to call attention, till every Post repeats the Signal.

By Night, Guns and Rockets alternately, until every Post repeats.

--	--	--

1
2
3

1	2	3
4	5	6



x

The Figures written under each other will be shewn at the same view, and stand for the printed Number immediately under them.

A Flag at the Mast Head adds 100 to the Number.

A Flag half Mast adds 200 to the Number.

A Flag at East Yard Arm adds 300 to a Number.

A Flag at West Yard Arm adds 400 to a Number.

By the above arrangement there will never be more than Four Balls hoisted at the same time, and never more than two upon the same haul-yards; (*Note*) As No. 9 may be made on either pair of haulyards, it must never be fixed to the same haulyards with any other figure.

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FOG SIGNALS.

One Gun from the Citadel is for a Boat and Non Commissioned Officer from each Post to repair to Head Quarters for Orders.

Two Guns fired quick after each other from the Citadel is a Signal of Desertion.

One Gun is to be fired from York-Tower for every square rigged Vessel coming into the Harbor, when Signals cannot be seen.

One Gun is to be fired at the Light House in answer to each Gun fired at Sea, when the ships appear to wait for their Guns being answered agreeable to regulation.

31	Head Quarters
32	Government House
33	The Lodge
34	Fort Sackville
35	The Dock Yard
36	The Black Rock Battery
37	The Narrows
38	Dartmouth
39	The Eastern Passage
40	Fort Clarence
41	McNab's Island
42	Mauger's Beach
43	Camperdown

(10)

No 6 My last sig. below from Camperdown

7 D. York Redoubt

8 d. The Light house

9 d. Georges Island

10 Detachment all present & sober

44

45

46

47

48

49

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56

- 44 Catch Harbour
45 The Light-House
46 Sambro Harbour
47 Prospect Harbour
48 Margaret's Bay
49 Herring Cove
50 York Tower
51 Kavanaugh's Island
52 North West Arm
53 The Prince's Tower
54 Point Pleasant
55 Fort Ogilvie
56 Fort Maffey

inferred down

Redoubt

House

Island

at Stober

- 57 The Citadel
- 58 The Grand Battery
- 59 Fort Charlotte
- 60 The King's Wharf
- 61 The Ordnance Wharf
- 62 Lumber Yard
- 63
- 64 England

NOTE. *The number made immediately after the signal denoting what part of the world a vessel sailed from, means the number of days passage she had.*

65
66
67
68
69
70
71
72
73
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75
76
77

- 65 Scotland
- 66 Ireland
- 67 Some part of Europe not described by Signal
- 68 Quebec
- 69 Newfoundland
- 70 Cape Breton
- 71 Prince Edward Island
- 72 St. John's, New-Brunswick
- 73 Annapolis
- 74 Windsor
- 75 Some part of the Bay of Fundy not described by Signal
- 76 Boston
- 77 New-York

*g what
passage*

78	Philadelphia	
79	Some part of the States not described by signal	
80	Bermuda	
81	Bahamas	
82	Martinique	
83	Jamaica	
84	St. Domingo	
85	Some part of the West Indies not described by Signal	
86	The Western Isles	
87	A Nova Scotia Harbour to the Eastward of Halifax	
88	A Nova-Scotia Harbour to the Westward of Halifax	
89		
90		

91
92
93
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diate.

91

92 Of the Royal Artillery

93 Of the Royal Engineers

94 of the 7th Regiment

95 of the Surrey Rangers

96 of the Royal Nova Scotia Regiment

97 of the Newfoundland Regiment

98

99

100 Answer to Signals in thick weather, or preparative to Telgraphy

101 One square rigged vessel

NOTE, This Signal is to be hoisted only once for each vessel, and immediately after a Compass Signal to denote in what quarter such vessel

*appears in : But when more than one vessel is seen in the same quarter
101 is to be repeated as many times as there are vessels, and then the
proper Compass Signal.*

102 A Flag Ship

103 A Two Decker

104 A Frigate

105 A Sloop of War

106 A Fleet of more than Ten square rigged vessels, bearing

107 An armed Cutter, Sloop or Schooner

108 A Packet

109 A Ship.

110 A Brig

111

112

113

114

115

116

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119

120

121

122

123

quarter
ben the

- 111 A Topfail Sloop or Schooner
- 112 A Shallop
- 113 A Sail Boat
- 114 A Row Boat
- 115 A Gondolo
- 116
- 117 They are Men of War
- 118 They are Merchantmen
- 119 Suspicious Vessels
- 120 Part of a Convoy
- 121 Vessel does nor appear to be coming into this Harbour
- 122 Belonging to our Squadron
- 123 Vessel has Troops on board

- 124 Vessel appears to be a Stranger
- 125 Vessel is gone to
- 126 Vessel has anchored at
- 127 Vessel is a prize to
- 128 Vessel has stores for
- 129 Vessel has an English Mail on board
- 130 Vessel wears English colors over Enemy's
- 131 Vessel wears neutral colors
- 132 Vessel wears enemy's colors
- 133 Vessel wears a red ensign
- 134 Vessel wears a white ensign
- 135 Vessel wears a blue ensign
- 136 Vessels colors are not distinguishable

- 137
- 138
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- 146
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- 148
- 149

- 137 I cannot hear vessels answer distinctly
- 138 Vessel is a Coaster
- 139
- 140
- 141 I see lights at sea
- 142 I hear guns at sea
- 143 I hear guns of distress
- 144 I hear quick firing, like an action
- 145 Vessel has made a signal for a pilot
- 146 A vessel is on shore at
- 147 Vessel wants anchors and cables
- 148 Vessel wants Provisions
- 149 Vessel wants Water

150 Vessel wants Hands to pump

151 Vessel is upset

152 Vessel appears to be on fire

153 Vessel is dismasted

154 Vessel stands in immediate assistance from Boats to save her

People

NOTE, By Day, Guns are to be fired with this Signal until the Posts repeat it, and by Night, the Distress Signal is to be used instead of it, namely, a Gun and Port-fire, alternate, until each Post shews a light, and it is expected that the greatest exertion will be made by every Post to get their Boats to the object of distress.

155 Send Craft to save Vessels Cargo

156 Outward bound

157

158

159

160

161

162

163

164

165

166

167

168

169

- 157 Inward bound
158
159
160 The Princess Ameli
161 The Earl of Moira
162 The Government Shallop Telegraph
163 The Government Shallop Dispatch
164 *The Boston*
165 *The Leopatra*
166 *The Andromache*
167 *The Phœnix*
168 *The Lilly*
169

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y Post to

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The Government Cape Breton Depot.

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188
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190
191
192
193
194
195

- 183 *The Mexican Bnig* (23)
184 North
185 N. North East
186 North East
187 E. N. E.
188 East
189 East South East
190 South East
191 S. South East
192 South
193 S. South West
194 South West
195 W. South West

- 196 West
- 197 W. North West
- 198 North West
- 199 N. North West
- 200 I am not able to obey you
- 201 Send home all boats belonging to
- 202 Send boats to tow a vessel
- 203 Detain the boat belonging to
- 204 My boat is returned
- 205 Send all boats to
- 206 Send a boat to
- 207 Send your best Boat to
- 208 May I send my Boat to

*When Government Vepelsmak
a signal for Boats, the Posts are to
send them until the signal is
hauled down, which will be
done when a sufficient number
of Boats have reached the Vepel*

- * 209
- N
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- 210
- 211
- 212
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- 216
- 217
- 218

* 209 All Boats to return to their respective Posts

NOTE, The Posts to which the signal is addressed, are to hoist the general Recall signal, namely, a Whist at the mast-head, and Guns occasionally, until their Boats obey the Orders.

** This number will be used to recall Government Vessels*

210 Send out Guard Boats

211 Keep a Boat in readiness for

212 Your Boat has just left this

213 Send a Boat to the King's Wharf for

214 Send a Boat to the Lumber-Yard for

215 Send all Boats and Gondolos to carry Men and Baggage from

216 Send a Crew for the Commander in Chief's Barge to

217 Send a Crew for a Gondolo to

218 Is a Boat at your Post belonging to

*Respect make
Posts are to
signal is
will be
at number
Respect*

219 Your Boat cannot return

220 Shew Lights to direct a Boat coming from

NOTE, The manner in which the Lights are to be displayed must be previously fixed for each Post.

221 I have sent my Boat to you with intelligence

222 I have sent my Boat to you, or to

223

224

225

226 The Commander in Chief

227 The Governor

228 The Commanding Officer

229

230

231

232

233

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241

- 229 The Adjutant-General
- 230 The Quarter-Master-General
- 231 The Brigade Major
- 232 The Town Major
- 233 The Commissariate
- 234 The Barrack Department
- 235 The Medical Department
- 236
- 237 Send an Officer's Guard to Head-Quarters or to
- 238 Send a Serjeant's Guard to Head-Quarters, or
- 239 Send Patroles to
- 240 Send for
- 241 Send to the following Person or Place for orders

must be

242	The Commanding Officer to come to Head-Quarters, or go to	255
243	Send an Officer to Head-Quarters, or to	256
244	Send a Surgeon to Head-Quarters, or to	257
245	Send a Serjeant to Head-Quarters, or to	258
246	Send Head of Engineer Department to Head-Quarters, or to	259
247	Send Head of Artillery Department to Head-Quarters, or to	260
248	Send a Gunner to Head-Quarters, or to	261
249	Send a steady Soldier to Head-Quarters, or to	262
250	Send a Drummer to Head-Quarters, or to	263
251	Send over	264
252	Send over with their baggage	265
253		266
254		267

r go to

255

256 A General Court-Martial

257 A Garrison Court-Martial

258 A Regimental Court-Martial

259 A Court Martial to-morrow at

or to

260 Find a Member for a Court-Martial at

orto

261 There will be a punishment at

262

263

264 Stop all Vessels going out

265 Stop her going out

266 Stop all Boats going out

267 Prevent all Vessels coming into the Harbour

268	Prevent her coming into the Harbour	280
269	Prevent all Boats coming into the Harbour	281
270	Make that Vessel anchor at	282
271	Let that Vessel pass without interruption	283
272	Release that Vessel if she pays for the shot	284
273	Release that Vessel without paying for the shot	285
274	Let the Vessel pass without interruption, that wears for a private signal, the blank number I make after this	286
275	Permit a Vessel or Boat to pass up the North-West Arm	287
276	Release that Vessel from Quarantine	288
277		289
278		290
279	Describe all Vessels you see	

- 280 Hail that Vessel
- 281 Board that Vessel
- 282 Get that Vessels name
- 283 Get the following information from that Vessel
- 284 How many square-rigged Vessels do you see
- 285 How does that Vessel bear from you
- 286 Hoist the next blank number I make, whenever you discover
a Vessel wearing the private signal I now describe to you by
Telegraphy
- 287 A Vessel or Boat is sent out for information, observe her signals
- 288
- 289
- 290 The following Vessels have passed out

291 A Vessel or Boat has passed, wearing the private signal you notified

292 I have detained a Vessel attempting to pass improperly

293 I have detained a Boat, attempting to pass improperly

294 I have put a Vessel in Quarantine

295 Answer Vessels private signal

296 Vessel left her Port before, or at the same time, with the one already arrived here

297

298

299

300

301

I have finished my present communication

Yes

302

303

304

305

306

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312

313

al you

the one

(33)

- 302 No
- 303 I cannot take your signals
- 304 Repeat your last Telegraphy
- 305 Signals perfectly understood
- 306 Repeat your last Numerary signals
- 307 Repeat the signals I last made you, that I may be certain you
have taken them correctly
- 308 *Answer and obey signals made at. or on board*
- 309 Obey my last Signals and also repeat them to
- 310 My last Signals are repeated from
- 311 My last Signals are repeated from a Vessel or Boat
- 312 Repeat or send my next Signals to
- 313 Repeat Signals from

314. You have repeated wrong, I will therefore repeat my Signals
over again

315 Your Signals for Vessels are not correct, they ought to be as
follows

316 Interrogative to the Signal I next make

*NOTE, This Signal is for the purpose of turning any of the sentences in
this Book, into Questions, example 316 followed by 294 means, have you
put a Vessel in Quarantine.*

317 An Officer to look out, and remain ready to execute the Signal
duty, until this order is annulled

*NOTE, When an Officer arrives at his Signal Staff, in consequence of
this order, he is to make, No. 325.*

31

31

320

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324

325

326

Signals

to be as

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ave you

Signal

quence of

(35)

- 318 Report my last Signals instantly, to a Signal Officer
- 319 A Signal Officer has received your signals
- 320 I have finished all the Signals which are to be obeyed by the
Post, denoted by my first Signal
- 321
- 322 Be in readiness to
- 323 Execute the Orders you were directed to be in readiness for
- 324 When ready to execute my last Orders, hoist number 325
- 325 I am ready to execute your orders
- 326 Your orders are executed

- 327
328 Annuls the Orders given, by number 317
329 Annuls the Orders you were directed to be in readiness to execute
330 Read my last signal negatively
331 Annuls my last Signals
332 I have received your orders or letters dated
NOTE, When Letters or Orders are dated on a different day to that on which they are received, the date must be specified.
333 I have forwarded your letters or orders to
334 The Commander in Chief will visit your Post
335 Is the Commander of the Post present, to which this signal is addressed
336 The Commander in Chief is not in Town

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339
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whic
must
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345
346

- 337 Cease firing
- 338 Keep your Guns loaded
- 339 I fired at
- 340 I fired to call attention
- 341
- 342 Prepare a Salute of

NOTE, The signal made after this, will denote the number of Guns, which the salute is to consist of, and during a Salute, the Union Flag, must be kept flying.

- 343 Prepare to Salute with one round from all your Guns
- 344 The Batteries will Salute in the following succession
- 345 Begin to Salute when I haul down this Signal
- 346 The Citadel will fire a Salute

- 347 The following Post will Salute
348 There will be Mortar or great Gun practice at
349
350 There is Defertion from the Navy
351 Take the same steps as in cases of Defertion, by way of precaution
352 The Deferters went from
353 The Deferters are gone towards
354 The Deferters are heard of at
355 Deferters are taken who went off on
356 Recall Parties you have sent after Deferters
357 The Parties I sent after Deferters are returned
358 I have heard no information respecting the Deferters
359 The Deferters names are written in the descriptive Rolls, opposite the next Number I make

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362 Receive the following Persons at your Post

363 Send a Surgeon for an accident

NOTE, *The nature of the accident should be explained.*

364 Send a Surgeon to a Sick Man

NOTE, *The Regiment to which the Sick Man belongs should be named after this signal.*

365 Your request is granted for

366 The following Persons of your detachment, are detained here
or at

367* Detachment all present except

368* The following Persons reported absent are returned

ation

oppos.

- 369* I request leave for
370* I have confined the following Men.
371* *Detachment all sober (except)*
372*

NOTE, *The numbers made immediately after either of the Signals marked thus * are not to be read from this Book, but denote the Persons Names written opposite such numbers in the Detachment Roll.*

- 373 In half an hour or half past
374 Any time before
375 Any time after
376 When convenient
377 At Day-break
378 At Sun-rise

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(41)

- 379 At Sun-set
- 380 At second Evening Gun-fire
- 381 At One o'Clock
- 382 Two
- 383 Three
- 384 Four
- 385 Five
- 386 Six
- 387 Seven
- 388 Eight
- 389 Nine
- 390 Ten
- 391 Eleven

- 392 Twelve
- 393 To day
- 394 To night
- 395 Yesterday
- 396 Last Night
- 397 To-morrow
- 398
- 399
- 400

Open sealed Orders, marked No. 1. or preparative to speaking with the private Alphabet.

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- 401 Repeat after me to the Government Shallop Dispatch
 402 d' - - - - - d' Telegraph
 403
 404
 405 Repeat after me to the General's barge or other Signalboat
 406 Repeat after me to the Prince's Amulet.

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410 The blank Number I make after this as till further orders to denote the sentence I now Telegraph to you, but being only temporary is not to be written in the signal book.

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NIGHT SIGNALS.

Will require four Lanterns, one of which is only for the purpose of shewing the centre of the Signal Yard, and therefore must not be reckoned as a figure; and it will make No. 4 appear thus  and No. 3 thus 

Telegraphy by night should always commence with a Letter requiring three Figures to describe it, in order that the Person who is to take the Signal, may fix his Glass, so as to ascertain the exact position of the Signal Yard.

In changing from one Figure to another, the Lanterns must be moved exactly at the same moment.

Great care must be taken that no Lights are shewn at Out Posts, except such as are intended for Signals.

Numerary Signals by Night are to be made agreeable to the following Table, to prevent the necessity of using two lights on the same haulyards.

1	2	3	4	4	5	5	5	5	6	0
1	2	3	4	5	6	7	8	9	10	

To make No. 11, repeat the 1. To make No. 34, first hoist 3, and then 4. To make No. 87, first hoist 8, then 7. To make No. 128, first hoist 1, then 2, and then 8, observing to hoist the center light with the first figure, and lower it with the last of each number, which will ascertain the number of Figures in each Signal. Each Figure composing a Numerary Signal, must be answered by the Post to which the Signal is addressed.

A Night Signal should always be examined at the time the answer is made to it, and if not then correct, it must be annulled.

These Balls, &c to be
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Explanation of Signals made on the Halifax Telegrafe on the Citadel Hill, to describe Veffels coming into the Harbour.

These Balls, &c to be fixed either on the East or West Yard-arm, according to the quarter the Veffels appear in.

- One Ball, One Sail, square-rigged.
- One Ball half hoisted, Two Sail square ditto
- Two Balls close, Three Sail ditto.
- Two Balls separated, Four Sail ditto.
- A Pendant, Five Sail ditto.
- A Pendant under a Ball, Six Sail ditto.
- A Pendant over a Ball, Seven Sail ditto.
- A Pendant under two Balls close, Eight Sail ditto.
- A Pendant between two Balls separated, Nine Sail ditto.
- A Flag, Ten Sail or a Fleet.

(46)
DESCRIPTIVE SIGNALS at the MAST-HEAD of the
HALIFAX TELEGRAPH.

- A Union, A Flag ship.
- Ditto with Red Pendant over, A two decker.
- Ditto with Blue Pendant over, A frigate.
- Ditto with White Pendant over, A small armed vessel.
- A Red Flag pierced White, A Packet.
- A Blue Pendant, A ship.
- A Red Pendant, A brig.
- A White Pendant, A topsail sloop, or schooner.
- A Red Flag, A neutral armed vessel.
- Ditto with Blue Pendant under, A neutral ship.
- Ditto with Red Pendant under, A neutral brig.
- Ditto with White Pendant under, A neutral sloop or schooner.

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A French Jack, An enemy's fleet.

A Blue Pendant under French Pendant, An enemy's ship.

A Red Pendant under ditto, An enemy's brig.

A White Pendant under ditto, An enemy's sloop or schooner.

A Union Jack over either of the enemy's signals, means that the vessels are in our possession.

When a vessel requires assistance, a ball will be hoisted at the mast-head with the descriptive colors.

N. B. The only mixed colors used to describe Vessels are a Red pierced White, a French Jack, and French Pendant; therefore when any other mixed colors are flying on the Citadel Hill, the signals have a private meaning, and are not for vessels.

Explanation of Signals made on the Ensign Staff on Citadel Hill.—

- The Royal Standard or Large Union, for Rejoicing Days—during Salutes—and when Kings' Ships leave the Harbor.
- A Red Flag, When a vessel comes from Europe.
- A White Flag, When a vessel comes from Newfoundland.
- A Blue Flag, When a vessel comes from the West-Indies.
- A Red Pendant, When a Vessel comes from the States.
- A Blue Pendant, When a vessel comes from some part of the world not mentioned above.
- A White Pendant over either of the above, means that the vessel coming in, has left her port, at the same time or before a vessel already arrived.

A Ba
Ditto
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Ditto

Four
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SIGNALS for Desertion on the Ensign Staff.

- A Ball, For each Man of the *Royal Nova Scotia* - - - - - Regt.
- Ditto with a Flag over, For Men of Engineers or Artillery.
- Ditto with a Flag under, For Men of *Royal Fusiliers* - - - - - Regt.
- Ditto with a Pendant over, For Men of *Newfoundland* - - - - - Regt.
- Ditto with a Pendant under, For Men of *Henry Manners* - - - - - Regt.

SIGNALS of Desertion by Night.

- Four Lights under each other, For Men of *R. N. Volun. Regt.* - - - - - Regt.
- Ditto with one over, For Men of *The Henry Manners* - - - - - Regt.
- Ditto with one to the Eastward, For Men of *Artillery* - - - - - Regt.
- Ditto with one to the Westward, For Men of *R. Fusiliers* - - - - - Regt.

(Note) As the Night Signal for Desertion does not express Numbers, it will be lowered and hoisted for each Man, after it has been answered.

I N D E X.

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