

SIGNALS

Gift
Capt John Bartlett
U.S.N.

FOR THE USE OF

THE NAVY



CONFEDERATE STATES.

1861.

RICHMOND:
ENQUIRER BOOK AND JOB PRESS.
TYLER, WISE & ALLEGRE.

SIGNALS.

- Nos.
4. ACT.....at your discretion.
 5. ACTION.....prepare for.
 6. *Action*.....commence.
 7. *Action*.....close.
 12. *Action*.....withdraw from.
 21. *Ahead*.....go, and look out for danger. Having the signal for danger bent to let it be known.
 44. *Anchor*.....run in and.
 75. ASSENT.....or yes.
 82. ASSISTANCE..in want of.
 128. BOARD.....the enemy.
 136. *Boats*.....cover, or protect.
 138. *Boats*.....recall your.
 129. *Boats*.....send one to commander-in-chief. If another ship, her pendant or number will be shown.
 146. *Boats*.....send, to chase.
 170. *Boilers*.....are damaged. The number will be shown by next signal, in numerals, if necessary.
 171. *Boilers*.....are leaky.
 172. BOOKS.....signal, send, on board the commander-in-chief. If on board, send for. (See No. 1056.)
 183. BRIG.....the strange sail is.
 184. BRING-TO, on the *starboard* tack.
 185. *Bring-to* on the *port* tack.
 186. *Bring-to*..to repair damages.
 187. *Bring-to*..the *van* and *centre* till the *rear* closes.
 188. *Bring-to*..the *van* till the *centre* closes.

195. BUSINESS....or enterprise, have you completed that,
which you were directed to do.
211. *Cast off*....the ship or ships that you are towing.
222. CEASE.....firing.
282. CHASE.....the strange sail at your discretion. If separated from the fleet, rejoin it as soon as possible.
283. *Chase*.....to discontinue.
300. CHASEDI have been.
308. *Close*.....to hailing distance.
320. COAL.....I am in want of.
329. COLORS.....show your.
353. *Communications*...I have, for the commander-in-chief.
356. *Communications*...make, by telegraph.

COMPASS SIGNALS.

357. North.
358. N. by E.
359. N. N. E.
360. N. E. by N.
361. N. E.
362. N. E. by E.
363. E. N. E.
364. E. by N.
365. East.
366. E. by S.
367. E. S. E.
368. S. E. by E.
369. S. E.
370. S. E. by S.
371. S. S. E.
372. S. by E.
373. South.
374. S. by W.
375. S. S. W.
376. S. W. by S.
377. S. W.
378. S. W. by W.

379. W. S. W.
 380. W. by S.
 381. West.
 382. W. by N.
 383. W. N. W.
 384. N. W. by W.
 385. N. W.
 386. N. W. by N.
 387. N. N. W.
 388. N. by W.
 389. By the wind on the *starboard* tack.
 390. By the wind on the *port* tack.
 391. Before the wind.
 392. One point.
 393. Two points.
 394. Three points.
 395. Four points.
 396. Five points.
 397. Six points.
 398. Seven points.
 399. Eight points.
 400. Nine points.

NOTE.—Whenever it is intended to make quarter-point compass signals, it will be done by repeating the same signal, continuing to the right hand.

423. COURSE.....steer, as will be shown by compass signal.

NOTE.—If rate of sailing or steaming per hour is necessary, it will be shown in knots by numerals.

424. *Course*.....steer the same, as the commander-in-chief.
Cover.....the boats. (See No. 136.)

434. COVERED....that all the lights of the fleet are to be kept perfectly, during the night.

448. *Damage*...is repaired.

DAMAGED...by shot holes between wind and water.
 (See No. 494.)

490. *Disabled or damaged*...is, the engine.
491. *Disabled or damaged*...is, the propeller.
492. *Disabled or damaged*...are, the paddle wheels.
494. *Disabled or damaged*...having a dangerous shot between wind and water.
502. *Discovering*...the enemy. Compass signal will show the direction, and the number of, afterwards by numerals if necessary.
503. *Discovering*...strange ships. Compass signal will show the direction, and number of, afterwards by numerals if necessary.
504. DISEMBARK...your *force*.
534. EMBARK.....your forces.
541. ENEMY.....have you seen; direction, number, and character, give.
542. *Enemy*.....how are they steering.
543. *Enemy*.....I have seen.
546. *Enemy*.....is at anchor.
550. *Enemy*.....is getting underway.
569. ENEMIES.....the strange ship or ships in sight are *suspected* to be.
570. *Enemies*.....the strange ship or ships in sight are *positively*.
- Engine*.....is disabled. (See No. 490.)
579. *Engine*.....is in good order.
580. *Engine*.....is there anything wrong with your.
583. EXAMINE.....the strange ship or ships you are in chase of, or that are passing through or near the fleet. If suspicious, bring them to the commander-in-chief; if not, obtain what intelligence you can, and return to your station as soon as possible.
609. *Fire*.....this ship is on.
613. FIRES.....keep up. If in a particular number of furnaces, it will next be shown by numerals.
615. *Fires*.....keep banked in furnaces.

620. FLOATS.....unship. If unshipped, ship.
622. FOLLOW.....the motions of the commanding officer.
623. *Follow.....do not*, the motions of the commanding officer.
624. *Follow.....your instructions.*
665. *Go ahead.*
666. *Go ahead..slow.*
667. *Go ahead..faster.*
668. *Go ahead..at full power.*
675. *Guns.....are or have been heard in the direction to be shown by compass signal, if necessary.*
- HARBOR.....run into, and anchor. (See No. 44.)
- HEAVE.....to. (See Nos. from 184 to 188.)
710. INFERIOR....are the enemy's ships, to the whole fleet.
746. KEEP.....all fast.
747. *Keep.....underway.*
Keep.....within signal distance. (See No. 1057.)
761. *Land.....I see.*
773. LIGHTScarry one, during the night.
778. LOOK.....into the harbor and reconnoitre.
792. MAKE.....the best of your way to your intended port, or in the execution of your orders.
797. MERCHANTMEN, are the vessels in sight.
814. NEGATIVE....NO, NONE, or NOTHING.
- PADDLE WHEELS. are disabled. (See No. 492.)
845. PART.....company.
846. *Part.....company, you may not.*
864. PILOT.....boat or boats in sight.
866. *Pilot.....I am in want of one.*
874. POSSESSION....take, of the chase or enemy.
877. PREPARE.....for battle.
879. *Prepare.....to board.*
892. PRIZE.....abandon.
896. *Prize.....destroy.*
- 902 *Prize.....take in tow.*
903. PROCEED.....on the service assigned you.

938. RECONNOITRE...the enemy, and make known to the commander-in-chief his force, number, &c., as soon as possible.
988. REPEAT.....signals.
1019. *Sail*.....to make.
1024. *Sail*.....to make, or carry all possible, consistent with safety.
1029. *Sail*.....and steam together, keep under.
1034. SAILSto furl.
1051. *Ship*.....is the strange sail in sight.
1057. *Signal*.....distance, keep within.
1061. SINKING.....this ship is.
1063. SLIP.....and make sail.
1065. SLOOP-OF-WAR...is the strange vessel.
1067. *Smoke*.....I see, that of a steamer. Direction will next be shown by compass signal if necessary.
1101. *Steam*.....I am unable to use.
1105. *Steam*.....keep under, only.
1106. STEAMERis, the vessel in sight.
1124. *Strange*.....sail, do not suffer to approach.
1125. *Strange*.....vessel is a friend.
1136. SUPERIOR.....are the enemy's ships, to the whole fleet.
1147. TACKship.
1148. *Tack*or wear at discretion.
1164. TACKED.....that the strange or enemy's ship or ships have, and are steering as will next be shown by compass signal.
1191. TOW.....this ship, or the ship whose pendant or number will next be shown.
1192. *Tow*prepare to be taken in. If by a particular vessel, her pendant or number will next be shown. When ready to be taken in tow, the "preparatory" pendant to be hoisted at the fore.
1198. TOWLINE.....additional one, send, to the vessel you are towing.

1218. UNDERWAY....to get.
 1230. *Underway*....that the strange or enemy's fleet, ship,
 or ships are.
 1231. UNEQUAL.....that I am, to the contest.
 1243. *Want*.....that I am in, of a *medical officer*.

FOG SIGNALS.

No.	No. of guns or whistles.	Interval in minutes.	No. of guns or whistles.	
1	2	3	1	ACT at your discretion.
3	2	3	3	ANCHOR.



1.



2.



3.



4.



5.



6.



7.



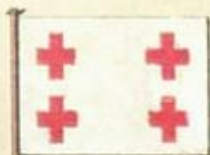
8.



9.



0.



Cornet



Guard.

1st Rep.2nd Rep.3^d Rep.

Answer.



Prep.



Int.



Numeral



Meal



Church

The guard signal hoisted over the following numbers is to indicate that those numbers are there employed as distinguishing pennants.

The private signal of the squadron is the answering pennant over the ensign at the mast head.

- 4 - Act at discretion
- 5 - Action prepare for
- 6 - " Commence
- 7 - " Close
- 12 - Withdraw from
- 13 - Act as already ordered
- 15 - Action continue
- 21 - Ahead go and look out for danger - having the signal for danger bent, to let it be known

Additional Signals

Nos.

- 22 Act as the Commander-in-chief
- 23 Act as already ordered
- 24 Action — Continue
- 25 Anchor — I am in want of
- 26 Anchor & Keep up steam
- 27 Anchor — weigh
- 28 Anchor — let go
- 29 Assistance send to this vessel or the one whose pennant or number shall be shown
- 44 - Anchor, run in and
- 45 - "I am in want of"
- 49 - Anchor and keep up steam
- 51 Ammunition I am in want of
- 58 Ammunition I have none
- 54 - Anchor with spring on cable

- 133 Barque the stange sail is
- 33- Anchor
- 36- Anchor
- 37- Anchor on star beam of immediate Senior
- 38- " " port " " " "
- 39- " " Star Quar. " " " "
- 60- " " port " " " " " "
- 330 Comd'g officers "come on board.
- 331 Cover this ship or the ship whose pennant or number " " " is shewn.
- 332 Come within hail.
- 544 Engage the nearest of the enemys ships
- 545 Engage the largest of the enemys ships
- 547 Engage the smallest of the enemys ships
- 548 Engage the enemy at long range
- 549. Engage the enemy at short range
- 551 Entice the enemy under our guns
- 61 Anchor ahead of immediate Senior
- 62- " astern do do do
- 73- Assent or Yes -
- 77- Ammunition - I am in want of
- 82- Assistance in want of

- 82 Assist in giving to vessel in distress
 84 send to vessel a hose no. will be shown
 128 Board the Enemy
 129 Boat send to Comd^r in chief of the
 Ship her no will be shown
 610 Fuel I am in want of.
 611 Frigate the strange sail is.
 612 Form the line of battle on starboard tack.
 614 Form the line of battle on port tack.
 616 Form the first order of steaming.
 626 Form the 2nd order of steaming.
 627 Form the 3rd order of steaming
 628 Form in the order already agreed to
 629 Fires start.
 630 Fires put out.

Boats and Exercise

- 136 Boats cover or protect.
 680 Hulled this ship is.
 137 Boats
 138 Boats recall
 146 Boats send to chase
 170 Boats are damaged -
 171 " " leaky

166 Launches the strange boats are,
177 Boats, signal, send on board the land in
Chief if on board send for (see No. 105-6)

176. Board the enemy-

162 Leaking this vessel is faster than
the pumps can clear her.

182. Barque the Strangswail is

183 Brig " " " "

888 Prepare to anchor.

184- Bring to on the Starboard tack

185- " " " " Port "

186- " " " to up and damages

187- " " the van and centre-
till the rear closes

188 Bring to the van till the centre closes

195- Repulse or Enterprise- have you completed
that you have been directed to do-

211 Cast off the ships or ship you
are towing-

222 Cease firing-

282 Chase the strange sail at your discre-
tion. if separated from the fleet rejoin
it as soon as possible-

283 Chase discontinued-

300-Chased, I have been

320 - Coal - I am in want of

329 - Colours. Show your

330 - Comd. Off. or Landg. Off. ubov. No.
is shown come on board

381 - Come within hail

438 - Danger

990 - Return to your position

1018 - Safety seek your own

880. Prepare to anchor

680 Hauled this ship is -

Signals.

- 450.- Retention what causes.
- 438.- Danger.
- 581.- Exercise the guns.
- 490.- Return to your position.
- 1236.- Understand I do not, the signals.
- 890.- Prepare to sail.
- 1018.- Safety, seek your own.
1059. Shore run your vessel on.

- 13 - Act as already ordered.
- 15 - Action continue.
- 17 22 - Act as the Comdr. in chief.
- 24 - Action continue
- 27 - Anchor weigh - 17
- 28 - Anchor let go.
- 29 - Assistance sent to this vessel, or the one whose pennant or number shall be next shown.
- 45 - Anchor I am in want of.
- 49 - Anchor and keep up steam.
- 54 - Anchor with a spring on cable.
- 57 - Anchor on starboard beam of immediate Senior.
- 58 - Anchor on Port beam of immediate Senior.
- x 17 - Ammunition I am in want of.
- 133 - Barge the strange sail is.
- 175 - Board the Enemy.
- 183 - Barge the strange sail is.
- 330 - Comdg. Officer come on board.
- 332 - Cover this ship, or the vessel whose pennant or number is shown.
- 334 - Come within hail.
- 438 - Danger.
- 544 - Engage the nearest Enemy.
- 548 - Engage the enemy at long range.
- 580 - Exercise small arms.
- 581 - Exercise the gun.
- 610 - Fuel I am in want.
- 629 - Fire start.