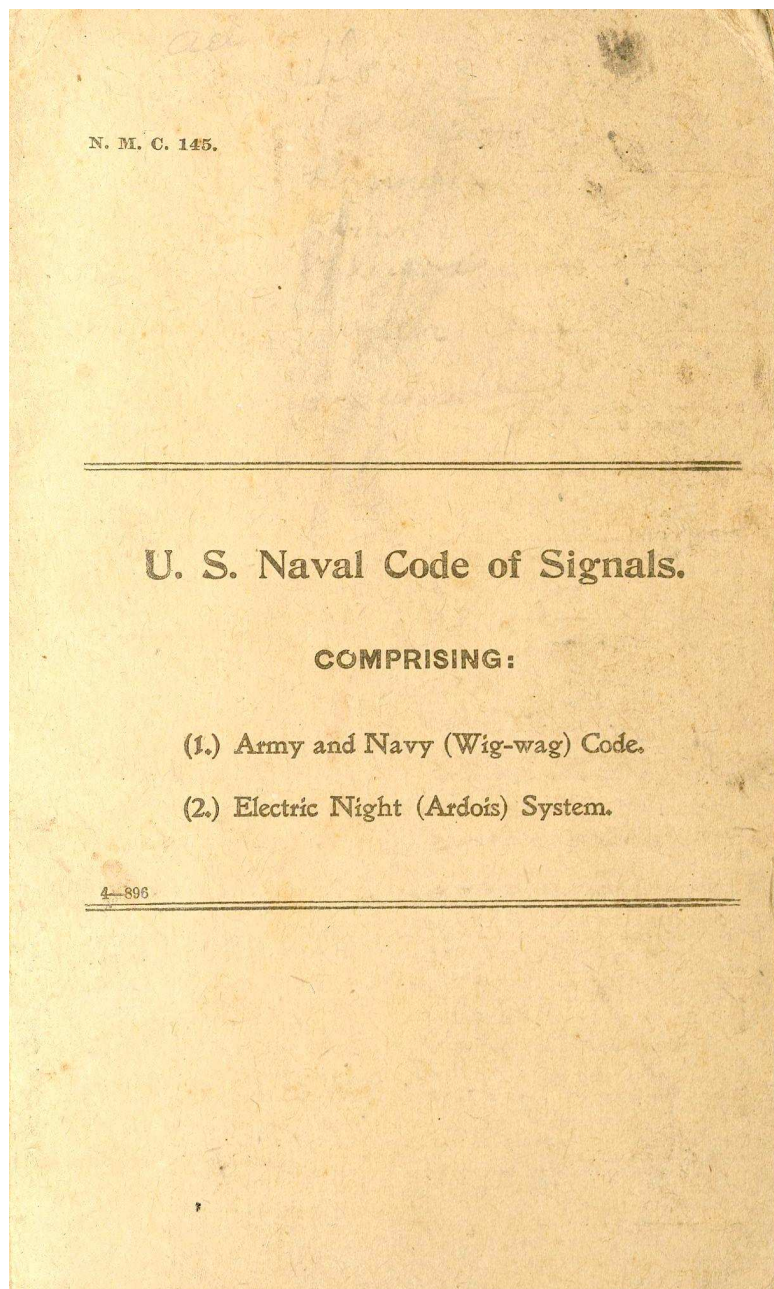




Un code naval américain de la Première guerre mondiale



ARMY AND NAVY CODE.

A ----- 22	H ----- 122	O ----- 21	V ----- 1222
B ----- 2112	I ----- 1	P ----- 1212	W ----- 1121
C ----- 121	J ----- 1122	Q ----- 1211	X ----- 2122
D ----- 222	K ----- 2121	R ----- 211	Y ----- 111
E ----- 12	L ----- 221	S ----- 212	Z ----- 2222
F ----- 2221	M ----- 1221	T ----- 2	tion ----- 1112*
G ----- 2211	N ----- 11	U ----- 112	

NUMERALS.

1 ----- 1111	3 ----- 1112	5 ----- 1122	7 ----- 1222	9 ----- 1221
2 ----- 2222	4 ----- 2221	6 ----- 2211	8 ----- 2111	0 ----- 2112

ABBREVIATIONS.

a ___ after. | c ___ can. | n ___ not. | t ___ the. | ur ___ your. | wi ___ with.
 b ___ before. | h ___ have. | r ___ are. | u ___ you. | w ___ word. | y ___ yes.

x x 3_ "numerals follow" or "numerals end."
 sig. 3_ signature follows.

CONVENTIONAL SIGNALS.

End of a word ----- 3	Repeat after (word) -----
End of a sentence ----- 33	121. 121. 3. 22. 3 (word)
End of a message ----- 333	Repeat last word ----- 121. 121. 33
Error ----- 12. 12. 3	Repeat last message ----- 121. 121. 121. 333
Acknowledgment or "I understand" ----- 22. 22. 3	Move a little to right ----- 211. 211. 3
Cease signaling ----- 22. 22. 22. 333	Move a little to left ----- 221. 221. 3
Wait a moment ----- 1111. 3*	Signal faster ----- 2212. 3*

CODE CALLS.

I. C. U.—International Code Use.	C. A. U.—Cipher "A" Use.
T. D. U.—(Navy) Telegraph Dictionary Use.	C. B. U.—Cipher "B" Use.
G. L. U.—(Navy) Geographical List Use.	C. C. U.—Cipher "C" Use.
G. S. U.—(Navy) General Signal Use.	N. L. U.—Navy List Use.
	V. N. U.—Vessel's Numbers Use.

INSTRUCTIONS FOR USING THE SYSTEM.

The whole number opposite each letter or numeral stands for that letter or numeral.

TO SIGNAL WITH FLAG, TORCH, HAND LANTERN, OR BEAM OF SEARCH LIGHT.

There are but one position and three motions.

The first position is with the flag or other appliance held vertically, the signalman facing squarely towards the station with which it is desired to communicate.

The first motion, or "one" or "1", the signal is waved to the right of the sender and will embrace an arc of 90°, starting with the vertical and returning to it, and will be made in a plane exactly at right angles to the line connecting the two stations.

The second motion, or "two" or "2", is a similar motion to the left of the sender.

To make the third motion, "front" or "three" or "3", the signal is waved to the ground directly in front of the sender, and instantly returned to the first position.

Numbers which occur in the body of the message must be spelled out in full. Numerals may be used in signaling between stations having naval signal books, using the code calls.

To use the torch or hand lantern, a footlight must be used as a point of reference to the motion. The lantern is more conveniently swung out upwards, by hand, from the footlight for "1" and "2" and raised vertically for "3".

* Not to be used with Ardois system.

TO SEND A MESSAGE.

"To call" a station, signal its initial or call letter until acknowledged. To acknowledge a call or receipt of a message, signal "I understand".

Make a slight pause after each letter and also after "front". If the sender discovers that he has made an error, he should make the "front" and "12.12.3", after which he proceeds with the message, beginning with the word in which the error occurred.

FLASH SIGNALS WITH LANTERN, HELIOGRAPH, OR SEARCH LIGHT.

Use short flash for "1", two short flashes in quick succession for "2", and a long steady flash for "3". The elements of a letter should be slightly longer than in sound signals.

To call a station, make the initial or call letter until acknowledged. Then turn on a steady flash until answered by a steady flash. The calling station will then proceed with the message.

All other conventional signals are the same as for the flag.

SOUND SIGNALS WITH FOG WHISTLE, FOG HORN, OR BUGLE.

Use one toot (about half second) for "1", two toots (in quick succession) for "2", and a blast (about two seconds long) for "3". The ear and not the watch is to be relied upon for the intervals.

The signal of execution for all tactical or drill signals will be one long blast followed by two toots in quick succession.

In the use of any other appliance, such as a bell, by which a blast can not be given, three strokes in quick succession will be given in the place of the blast to indicate "3".

When more than two vessels are in company, each vessel, after making "I understand", should make her call letter that it may be certain which vessel has acknowledged.

ELECTRIC NIGHT ("ARDOIS") SYSTEM.

ALPHABET.

A ----- WW	H ----- RWW	O ----- WR	V ----- RWWW
B ----- WRRW	I ----- R	P ----- RWRW	W ----- RRWR
C ----- RWR	J ----- RRWW	Q ----- RWRR	X ----- WRWW
D ----- WWW	K ----- WRWR	R ----- WRR	Y ----- RRR
E ----- RW	L ----- WWR	S ----- WRW	Z ----- WWWW
F ----- WWWR	M ----- RWWR	T ----- W	
G ----- WRRR	N ----- RR	U ----- RRW	

NUMERALS.

1 ----- RRRR	3 ----- RRRW	5 ----- RRWW	7 ----- RWWW	9 ----- RWWR
2 ----- WWWW	4 ----- WWWR	6 ----- WRRR	8 ----- WRRR	0 ----- WRRW

Interval (Date, Divisional point or Designator) -----	WWRW
Cornet (General Call) -----	RRRR
Code Call -----	WRRR
Letters or Alphabet Call -----	RRRW
Repeat (Following rules for conventional signals under Wig-wag code) -----	RWR
Error -----	RW
Negative -----	WRWR
Affirmative -----	RWRW
Interrogatory -----	RWRR

INSTRUCTIONS FOR USING THE SYSTEM.

The letter "R" stands for red lamp. "W" stands for white lamp. Each letter designates a separate light. Each character is made in one display, read from top to bottom. The letters and numerals correspond to those of the Wig-wag code, a red lamp corresponding to the "one" and a white lamp to the "two". The "three" is represented by signaling "interval" (WWRW).

Each display, as made, is repeated by the ships receiving the signal; this repeating takes the place of the Answering pennant. In using the Letters Code, if there are only a few ships present or called, and they are in plain view of the flagship, it will not be necessary for them to repeat each display. In this case, acknowledge by repeating the "Interval, end of a sentence".

If not understood at any time during the message, make "Interrogatory", and when this display is answered by the sending ship, make "Repeat", following the rules for conventional signals under the Wig-wag code.

If the flagship should wish each display repeated, the signal "Repeat" (C, upper light pulsated), must be made immediately after the call. After this, "Letters" should be made, and the signal proceeded with, each display being repeated by the receiving ships.

All other signals are intended for immediate execution, unless the message itself states or distinctly implies a lapse of time before execution.

The Cornet (RRRR) displayed initially, calls all ships within signal distance. After a signal, it is the signal of execution. The steady display of Cornet is a call for the entire force present, and the same display flashed calls the first squadron. In the body of a signal, it becomes the numeral "1" (one).

"Call" lights will be assigned to the different squadrons, divisions, and ships. The letter "F" is always assigned to the flagship of the commander-in-chief. A squadron, division, or ship is called by turning on and off (flashing at short and regular intervals) the call letter assigned, until such call is answered. This method prevents confusing a "Call" with any signification in either the inner or the outer circle of the keyboard. Ships acknowledge the "Call" by turning on the same display, flashing it likewise.

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