Sailing Instructions for the better keeping Company with Her Majesties Ship huby - It if To Captain Posm Chamoon long I. To be ready to Sail. I. When I would have them that go under Convoy to put themselves in a Sailing Posture, will loofe our Fore-Top-Sail in the Top: Let them that are ready, do the like. II. To Unixioor. II. If we unmoor by Day, will loofe our Main-Top Sail in the Top, and fire a Gun: If in the Night, will hang a Light on the Main-Top-Mast-Shrouds, and fire a Gun. III. If we Weigh by Day, if it does not over-blow, will hale home our Fore-Top-Sail-Sheets, III. To Weigh. and fire a Gun: But if it blows hard, will hoist a Jack on our Ensign-Staff, and fire a Gun. If we Weigh by Night, will hang Two Lights on the Main-Top-Masts, and fire a Gun : Each Ship is to hang a Light on their Mizon Shrouds. IV. If we Tack in the Day, will hoift a Jack on our Enfign-Staff: If in the Night, will IV. To Tack by Day or put a Light on each quarter Lanthorn, and fire a Gun: Each Ship is to hang a Light in their Mizon-Shrouds, and when the Signal is made, let the Sternmost Tack first, and go with an easy Sail, keeping their Lights out until we are a-Head. V. If we shorten Sail in the Night, will hang Two Lights one over the other in our Mizon V. To shorten Sail in the Night. Shrouds, and fire a Gun. VI. If in case I think fit to lye short for a Port, or have occasion to Try her Hull in regard VI. To lye short for a Port. of foul Weather, will hoist a Light under our Top-Light, and fire a Gun. VII. To make Sail in the VII. If we make Sail in the Night after lying short, Trying her Hull, &c. will hoist a Night. Light at our Mizon-Peek, and fire a Gun. VIII. If in the Night any one discover any Land, Shoal-water, or any other Danger, let VIII. If discover Land,&c. him shew as many Lights as he can, fire a Gun, Tack, or bear away, or stand from it, as occasion requires, keeping his Lights out until we answer by firing a Gun. IX. Sailing in a Fogg. IX. If it proves Thick and Foggy Weather, will continue the same Sail as before it spring up, and fire a Gun each Glass: Each Ship is to fire Musquets, or make what Noise they can. X. Tack in a Fogg. X. If we have occasion to Tack in a Fogg, or Thick Weather, that we cannot see the whole Fleet, will fire Two Guns immediately one after the other. XI. If we Anchor in a Fogg, or Thick Weather, will fire Three Guns Half-Minute distance; XI. To Anchor in a Fogg. each Ship to make what Noise they can. XII. If any Difaster, &c. XII. If any Ship spring a Leak, Mast or Yard, or be overprest by carrying of Sail, or any happen by Day or Night. other disaster, let him hale up his Low Sails, and spread his Ensign in his Main Shrouds. If any disaster happen by Night, let him hang Two Lights of equal height where we may best fee them, and fire Two Guns, if he have any, or make False Fires. XIII. If any of the Fleet lose Company, and meet again by Day, those to Windward XIII. If any of the Fleet lose Company, and meet again by Day, or Night. Shall hack hack their sousaile & onigon - and those to Leeward Shall haule up there Major sele And if we meet by Night he that is haled shall aniwer January and he who haled first shall reply Fottenburgh -XIV. If see any strange XIV. If any see more Ships than our Company by Day, let him fire a Gun, if he have any, Ships by Day. and hoist and lower his Ensign so many times as he sees Ships, and keep it out until we answer by heifting our Enfign. XV. If discover any strange XV. If any one discovers or hath suspicion of any strange Ship in our Fleet by Night that Ships in our Fleet by Night. doth not belong to us, let him put abroad Two Lights one over the other, and the other is to answer with Two Lights of equal height, and the first Signal made, and not answered, it is to be granted he is not of our Fleet: So let the first that discovers make False Fires, and endeavour to give me an account where he is. XVI. If any Commander XVI. If any. Commander would speak with me, let him lower his Main or Fore-Top-Sail, would speak with me. and fpread his Enfign on his Top-Maft-Shrouds. XVII. For the Commanders XVII. When I would have the Commanders of the Merchant Ships to come on Board, will to come on Board. hang an Enfign on our Mizon-Shrouds. XVIII. To have the Ships XVIII. If I would have each Ship to come under my Stern, will hoift a Pendant at our come under my Stern. Mizon-Peek. XIX. Not to go a Head of XIX. None is to go a Head of the Commander in Chief by Day, nor of the Light by Night, except in case of Necessity, or to be attaqued by the Enemy in the Rear. XX. Who shall carry the XX. If I design to carry the Light, will hoist my Ensign towards Night: If I would have him carry it that I appoint, will hoift a Pendant at my Enfign Staff; then let him that is to carry the Light hoist his Ensign, and make Sail a-Head. XXI. To Anchor to Stop XXI. If I think fit to Anchor to stop Tide by Day, will furl my Main-Sail, and spread our Tide by Day. Enfign; and if there be any of the Fleet that is not able or willing to stop, let them spread their Enfign in the Mizon-Shrouds. XXII. To Anchor by Night. XXII. If we Anchor by Night, will hang a Light on the Main Top-Mast-Shrouds, and fire Two Guns Half-Minute distance: Each Ship is to shew a Light. XXIII. To Moor by Day. XXIII. If we Moor by Day, will hoist our Mizon-Top-Sail, and Clue up the Clue-Lines, and fire a Gun. XXIV. To Moor by Night. XXIV. If we Moor by Night, will hang a Light at each Top-Mast-Head, and fire a Gun. In Case of Separation, the Places of Rendezvouz to meet again, is as follows; In Sut Will and a Strong West Hy wind Mas nigth of Fr Camborough had and me at we Sto sich is by thender vous if to foward Dehorise y More I Dated ploand