

**MOVE IN KNOTS, 100 YARDS EACH**

**5** ← 500 YARDS MIN. OR COLLISION ROLLS ≤ 1

**4** WWI WING TURRET

**3** 2 1

**BROADSIDE**

**MOVE & TURN INDICATOR**

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**16** 17 18 19

**20** TURN: PORT/STARBOARD & SEQUENTIAL OR IF TS

**21** ACCELERATE OR DECELERATE 5 KNOTS MAX. (DD, DE, TB 10 KNOTS)

**22** 23 24 25

**26** FORMATION: COL LA, QL

**27** 28 29

**30** EMERGENCY STOP: 75% OF CURRENT SPEED

**31** 32 33 34

**35** REVERSE: STOP 1 TURN THEN 5 KNOTS MAX

**36** 37 38 39

**40** KNOTS

**MINIMUM ADVANCE OF...**

**TURN COST**  
2 KNOTS/MARK

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