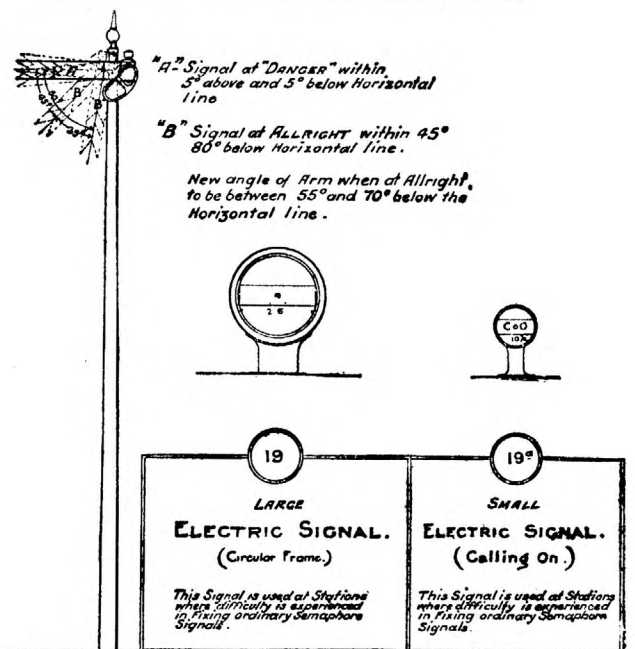
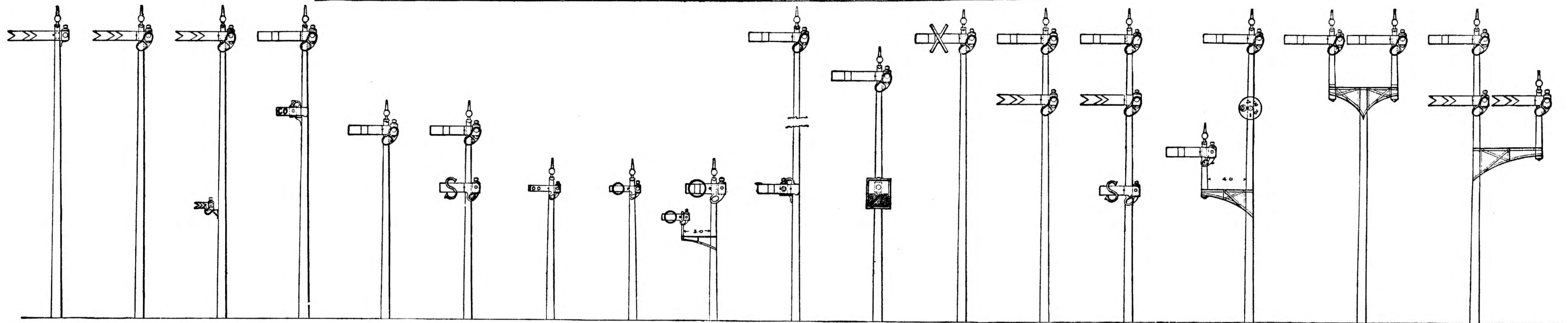
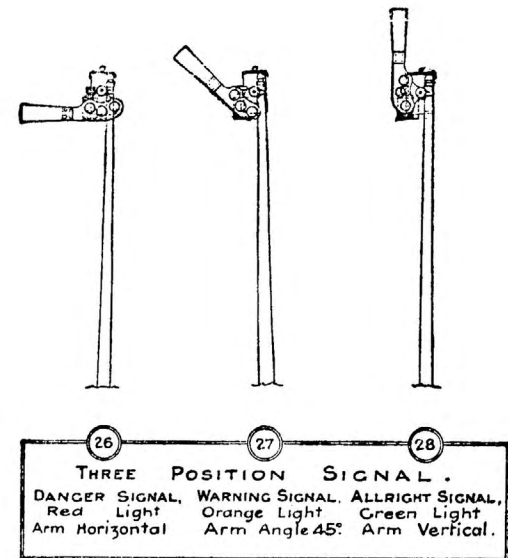


# — G. W. R. —

## STANDARD SIGNALS.

NOTE.—The Single Point Disc is the Standard Disc and the Double Point Disc may only be used when specially arranged for.

20	21	22	23	24	25
<b>SINGLE POINT DISC.</b> To work on same Lever as Points. White and Green Lenses of equal size Only one back light for "DANGER."	<b>DOUBLE POINT DISC.</b> To work on same Lever as Points. To have 2 White & 2 Green Lenses of equal size	<b>INDEPENDENT DISC.</b> Arms glazed White and Green. Only one back light for "DANGER."	<b>DOUBLE INDEPENDENT DISC.</b> Arms glazed Red and Green or White & Green.	<b>NEW PATTERN DOUBLE DISC.</b> Arms glazed Red and Green or White & Green.	<b>NEW PATTERN SINGLE DISC.</b> Arm glazed Red and Green or White & Green.



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<b>DISTANT SIGNAL.</b> PERMANENTLY FIXED BY "DANGER." The arms in a Station and the Spectacles if provided. The Lamp is fitted with a 6 Red Lens.	<b>DISTANT SIGNAL.</b>	<b>SLIP SIGNAL.</b> A duplicate arm of small size to be fixed upon a distant signal post at stations where Carriages are stopped. The arm to be fixed as low as will enable it to be easily seen by the Guards.	<b>HOME SIGNAL.</b> When required a Calling-On Arm is fixed as shown. To show a small Red Light for "DANGER" and a larger Green Light for "DANGER ON."	<b>STARTING OR ADVANCED STARTING SIGNAL.</b> The Starting or Advanced Starting Signal may be fixed either with or without an Engine Standards or, if necessary, with a separate Starting Signal. From any cause the Starting or Advanced Starting Signal is not sufficiently placed to be seen by the Guards.	<b>STARTING OR ADVANCED STARTING SIGNAL WITH SHUNT ARM.</b> This form of Signal may be fixed where the Starting or Advanced Starting Signal is not sufficiently placed to be seen by the Guards. The Shunt Arm is fixed as shown.	<b>BAICKING SIGNAL.</b> Should be low wherever practicable. To show a small White Light when at "DANGER" and a larger Green Light when at "ALL RIGHT."	<b>SIDING SIGNAL.</b> Should be low wherever practicable. To show a small White Light when at "DANGER" and a larger Green Light when at "ALL RIGHT."	<b>SIDING OR AVOIDING LINE BRACKET SIGNAL.</b> Should be low wherever practicable. To show a small White Light when at "DANGER" and a larger Green Light when at "ALL RIGHT."	<b>DUPLICATE ARM.</b> A duplicate arm to be fixed where required for sight under adverse conditions. To be fixed to both Arms but the lower lamp never to be lit (from 30°).	<b>ROUTE INDICATING SIGNAL.</b> Takes the place of a bracket signal at "Terminal Stations" and where otherwise suitable. One Arm and one Light only are provided and a number of "Point" lamps in a position to which the signal applies. This number of lamps is altered according to the line for which the points are set.	<b>SIGNAL NOT IN USE.</b>	<b>LOWER DISTANT ARM.</b> Controlled by Upper Arm.	<b>STARTING OR ADVANCED STARTING &amp; DISTANT SIGNAL WITH SHUNT ARM.</b> Distant Arm controlled by Uppermost Arm only. SHUNT ARM LOWEST.	<b>SIGNAL FOR ENTERING SIDING OR LOOP WITH INDICATOR.</b> Main Line Signal with small Arm for entering Siding, when Siding has same point Junction with Main Line. The Small Arm to show a Red Light when at "DANGER" and a larger Green Light when at "ALL RIGHT."	<b>BRACKET SIGNAL.</b> Bracket Signals take various forms, according to the arrangement of Junctions. They should be specially considered in each case, and the frame showing on a side to be engaged so that the highest arm applies to the correct running line, which is shown by the straight road.	<b>BRACKET SIGNAL.</b> Two Distant controlled by one Home, Starting or Advanced Starting.	<b>AN ELECTRICALLY REPEATED SIGNAL.</b> Angles at which Contacts are to be made. A Signal fitted with an Electrical Light Repeater to have no Back Light.
<p><b>FRONT LIGHTS.</b>—All Signal Arms, excepting where otherwise stated, to be provided with Red Glass "Red and Green" Spectacles.</p> <p><b>BACK LIGHTS.</b>—Each Signal, Independent and Single Point Disc to show a small White Light when at "DANGER" and no Light at all when at "ALL RIGHT."</p>																	