

SECRET

[LA MAISONNETTE]  
nr. PERONNE

To FOO, M.V.

The infantry are going over opposite  
La MASONNETTE tonight.

They have two alternatives.

(a) If they think suitable they will retain the hum  
trenches with a view to other developments.

(b) If trenches are unsuitable for holding they will make  
it into an ordinary raid and come out.

In any event we start at Zero and strafe  
LAMASONNETTE RUINS for <sup>(3)</sup> three minutes. Then we go on to  
another point, where we remain till (1) The infantry  
come out or (2) They have consolidated.

If they consolidate we will be told to stop by  
the diversion — but if they withdraw we will be  
warned to stop by the last man who leaves the trenches  
firing flares (ground flares of yellow, red or green).

As two different lots of infantry are going  
over there will be two different sets of signals by  
ground flare to be recd. before we stop.

The Brigade Major wishes our F.O.O. to be  
on the lookout for the signals & to warn us when they  
are seen.

The Zero Hour has not been given to us  
yet — as you've no BAB Code we send the  
Zero in the form of a message. Thus:—

$n$  = midnight, being considered 0; and 1 minute  
the unit. We send a meaningless message in which  
time of Zero will be  $N +$  or  $N -$  ~~the~~. Say for ex:  
2.30 AM was the time. We send. Indent  $N + 150$  R.D.  
or 11.20 would be Indent  $N - 40$  R.D.



for a time only  
If affair is put off, I'd send ASQUITH i.e. wait  
+ see

If the stunt is put off altogether, I'll send  
Na. POOH.

You needn't expect any signal till  
at least 15 minutes after zero. If we get  
word that we are holding the trenches & that  
therefore signal is not required, I'll send  
SECCOTINE i.e. sticking.

Hope this is clear.

I didn't particularly want  
Johnson to receive you tonight with this  
job on so. hope you don't have a very  
uncomfortable time.

Yrs.  
M. Blyden