

*Quirpon island*, which is the S.E. point that forms the entrance of the *Streights of Bell-Isle*, is barren and mountainous; *Cape de Grat* on the S.E. side, and the highest part of this island may be seen in clear weather 12 leagues.

*White islands* lay between *Griguet* and *Cape de Grat*, about 2 miles and a half from the land, they are but small, and of a moderate height; on the inside of them are some rocks, both above and under water, but not dangerous, as they discover themselves even in fine weather; and the passage between them and the main, which is half a league wide, is very safe.

*De Grat* and *Pidgeon Coves* lay on the S.E. side of the island of *Quirpon*, and to the northward of *Cape de Grat*, in the mouth of which are some small islands, and rocks above water; behind these islands are shelter for shipping, in 4 fathoms water, and convenient places for fishing.

The passage into *Great Quirpon* harbour is on the N.W. side of the island of the same name, between it and *Graves' island*, which is an island in the mouth of the harbour; in approaching the entrance, you may make as frequent sail with the island *Quirpon*, there being no danger but what shews itself until you come to the entrance of the harbour, where there are shoals on your larboard side, which you avoid by keeping *Black head*, upon *Quirpon*, open of all the other land, until *Cape Raven*, is brought over *Noddy point*, then haul in for the harbour, keeping about half a cable's length from the point of *Graves' island*; it is every where good anchoring within the said island, and room and depth of water for any ships, and good ground; the best place is in 9 fathoms water, up towards the upper end of *Graves' island*, abreast of *Green island*, which lies about the middle of the harbour. The passage to the inner harbour, on either side of *Green island*, is very good for ships of a moderate draft of water, through which you will carry 3 fathoms; and above the island is exceeding good anchoring, in 7 fathoms; there is a passage into this place through *Little Quirpon*, but it is too narrow and intricate for vessels to attempt, unless well acquainted: In and about *Quirpon* are excellent conveniences for a great number of ships, and good fishing grounds about those parts: All the land about *Griguet* and *Quirpon*, is mountainous, and appears a barren rock.

*Noddy harbour*, which lies a little to the westward of *Quirpon*, runs in S.S.W. between *Noddy point*, and *Cape Raven*, which form the entrance of the harbour; there is no danger in going in; the passage is on the west side of a small island that lies about three-quarters of a mile within the heads, and you anchor as soon as above it, in 5 fathoms water; or with small vessels you may run up into the basin, and anchor in 2½ or 3 fathoms; within the island, on the east side of the harbour, is a stage, and very convenient rooms for many fishing ships.

In turning up towards *Quirpon* and *Noddy harbour*, you may stand pretty near to the *Bull rock* and *Maria ledge*, which are above water, and both of them about half a league from the land of *Quirpon*; the passage between them is also half a league wide, and very safe, taking care only to keep near to *Gull rock* to avoid the N.W. ledge, which ledge does not appear but in bad weather; in the passage between the N.W. ledge and the main, are many rocks and shallow water.

The course from *Bauld cape*, which is the northern extremity of *Quirpon*, to the *Great Sacred island*, is west 2 leagues; this course will carry you the same distance without *Gull rock*, as you pass without *Bauld cape*. *Little Sacred island* lies E.S.E. from the *Great island* one mile, the passage between them is very safe, and you may sail round them both; they are high and bold: Within them, to the S. W. is *Sacred bay*, which is pretty large, wherein are a great number of small islands and rocks above water; the land at the