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cannot enter here, but then they ride in very great Safety. From thence it is but two Leagues to the Bay of *Panadou*, or *Menadou*, the Entrance of which is about a League broad, from whence it runs in about two Leagues. Almost over-against it is the Isle of *Scatari*, formerly *Little Cape Breton*, and the Isle of *Port Chartrain*, which is at most but two Leagues in length. The Bay of *Miré* is separated from this only by a very narrow Point of Land. The Entrance of this Bay is two Leagues over, and it runs eight Leagues into the Country. It grows narrower as one advances, and receives a great many Rivulets and small Streams. Large Ships may run up in it 6 Leagues, and find very good Anchorage, sheltered from the Winds. Besides the Isle of *Scatari*, here are a great many smaller, and Rocks that are seen at a great Distance, the Sea never covering them. The largest of these Rocks is called the *Forillon*.

The Bay of *Morienne* is higher still, and separated from the Bay of *Miré* by *Cape Brulé*, or *Cape Burnt*. A little higher is *Flat Isle*, or *Gun-Flint Isle*, directly in $46^{\circ} 8'$ of Latitude. There are good Openings between all these Isles and Rocks, and they may be approach'd without Danger.

Advancing from thence to the North West we come to *Indiana*, which is a good Haven, but for small Vessels only. From *Indiana* to *Spaniard's Bay* is two Leagues, the latter being a very fine Haven. The Entrance is not a Mile over; but it enlarges as we advance inwards, and at the Distance of a League divides into two Branches, which may be ascended three Leagues.

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