

Harbour Main.—From Salmon Cove to Harbour Main, the course is South about two miles. This is a good place for fishing; but ships seldom go up so high in the bay.

From Burnt-head, of Port Grave, to Harbour Main, the course and distance are S. by W. about three leagues. And from Harbour Main to *Holyrood S.* by E. about two miles; then the land trends about to the eastward towards *Belle Isle*. Holyrood Harbour has 10 fathoms of water, and good ground.

TRINITY BAY.—This extensive Bay, between Bacaleu Island on the S.E. and Trinity Harbour on the N.W., is seven leagues in breadth, and its depth, from the entrance, is 20 leagues. The south point of the entrance, westward of Bacaleu Island, is called the **POINT OF GRATES**. The next point within is *Break-heart Point*. Between these points is a small bay, in which boats may lie with a wind from the land of Break-heart Point: there is a ledge of rocks, but they are above water.

From Break-heart Point to *Sherwick Point*, going into *Old Perlican*, the course is S.W. by W. 5 or 6 miles. To the southward of Break-heart Point is an islet, at some little distance off the shore, called *Scurvy Island*; between this island and Sherwick Point, the coast falls in a pretty deep bay, and trends S.S.E. from Sherwick Point about three-quarters of a mile.

OLD PERLICAN.—Sherwick Point is bold; there is a rock off it, above water: this point is the north point of Old Perlican. They who are bound to Old Perlican, cannot go in with a ship to the northward of the island; that is, between the island and Sherwick Point; although it seems a fair passage, yet it is altogether foul ground, and a shoal of rocks extends from the main to the island; (which island is about a mile and a quarter round, and about half a mile in length;) therefore, whoever intends for Old Perlican with a ship, must pass to the southward of the island, between it and the main. Within it is anchorage, in 4 or 5 fathoms. It is, however, to be observed that, there is a rock just even with the water, and some under water, about the middle of the bay, within the island, or rather nearest to the main. Old Perlican has but an indifferent road: and, if the winds come out from N.W., you are forced to buoy the cables, from the badness of ground. The boats go a great way to catch fish, (about five or six miles,) excepting in the very middle of summer.

Sille Cove.—From Old Perlican to Sille Cove, the coast rounds to the Westward, S.W., and S.S.W., about 7 leagues. Sille Cove is but an indifferent place for ships, such as Bay Verde, already described.

NEW PERLICAN.—From Sille Cove to New Perlican, the distance is a league. This is a very good harbour, where you may lie land-locked in 5, 6, 7, 8, 9, or 10, fathoms. It is very bold and large going in, so that, if you can see the point before night, you may safely run in, there being nothing to hurt you but the shore itself. The easternmost point of the entrance, is called *Smutty-nose Point*, and the westernmost *Gorlob Point*; the entrance between is almost two miles broad, and has about 20 fathoms of water. On sailing in, it will be found narrower and shallower, lying in first west, and terminating in a bight, where you may lie land-locked, in a berth half a mile broad; so that you may turn in or out, and anchor in what depth you please, from 12, 10, 8, 6, 5, or 4, fathoms, very good ground.

From New Perlican, the distance over to *Random-head*, is $5\frac{1}{2}$ leagues. These places lie N. by W. and S. by E. from each other. In *Random Sound* are several arms and harbours. Random and Smith's Sound uniting form Random Island, the channel being in the whole 13 leagues in length. At the conjunction of the two sounds is a little island, where there are 4 and 5 fathoms; with a bar at the island of not above 12 feet of water. Here it is not a mile broad.

PORT BONAVENTURE.—From Bonaventure-head to Bonaventure, the course is N.N.W. $\frac{1}{4}$ W. about two miles; but, having advanced a mile from the head, then the harbour lies N. by W. to the Admiral's Stage. Port Bonaventure lies within two small islands, between which is the proper channel, but you may go on either side, if you have a leading wind, there being no danger, and 4 or 5 fathoms of water, at least. Within the islands, you may anchor in that depth, in good ground. There is a very secure place for boats in bad weather, running in within a point, behind, or to the northward of, the Admiral's Stages, like a great pond. This place will contain above 100 boats in security.

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