

Island that lies close to the Shore; and at the East Point of the Island is a small Cove, that will only admit Fishing-Shallops; 2 Miles N. by E. from this Point lies a Ledge of Rocks, part of which appears above Water, and on which the Sea always breaks very high, you will have 20 Fathom close to this Ledge, and 55 Fathom between it and the Island; all about this Island is irregular Soundings, but you will not find less than 20 Fathom home to the Island, excepting on a small Bank lying N. W. 4 Miles from the N. E. end, whereon its said is only 5 Fathom.

Red Bay.

*Red-Bay* on the Coast of *Labradore*, about 8 Leagues to the Westward of *Chateaux* is an exceeding good Harbour, with excellent Conveniencies for the Fishery.

York or Chateaux Bay on the Coast of Labradore.

*York or Chateaux Bay* on the Coast of *Labradore*, lies W. N. W. a quarter W. 5 Leagues and a half from the West-end of *Bell Isle*, and N. W. half N. 8 Leagues and a half from the Island of *Quirpon*. In crossing the Straights from *Quirpon* to *Chateaux Bay*, it is advisable to fall in with the Coast, a little to the W. ward of the Bay, unless the Wind be E. erly and clear Weather, as there is not the least Danger to the W. ward, but to the E. ward are several low rocky Islands. This Bay may be known by two very remarkable rocky Hills on *Castle* and *Henley* Islands, which Islands lie in the Mouth of the Bay, those Hills are flat at top, and the steep Cliffs, round them have something the Resemblance of Castle Walls; but as these Hills are not distinguishable at a Distance, because of the high Land on the Main within them, the best Marks for knowing the Bay, when in the Offing, is as follows; all the Land to the Westward of it is high, of a uniform even Figure, terminating at the West-side of the Bay with a conspicuous Nob, or Hillcock; about *Chateaux Bay*, and to the Eastward of it is hilly, broken Land, with many Islands along Shore, but there is no Islands to the Westward of it; to sail into the Bay you leave both the Islands, on which stand the two Castle Hills on the Starboard-side; and for large Ships to keep clear of all Danger, they must keep Point *Grenville* (which Point is known by a Beacon upon it) on with the West Point of *Henley* Island, which Point is a smooth black Rock, and may be known by a small black Rock just above Water, about a Cable's Length without it) until you are abreast of the East Point of *Whale* Island; then to avoid the middle Rock, on which is only 9 Feet, and which lies nearly in the Middle between the East Point of *Whale* Island, and the said black Point of *Henley* Island; you must haul over either close to the little black Rock, lying off the said Point of *Henley* Island, or else borrow on the *Whale* Island, but not too near it, it being flat a little way off; when you are so far in as to open the narrow Passage into *Temple Bay*, in order to sail up into *Pitt's Harbour*, haul to the Westward, until you bring the outer Point of *Castle* Island a little open with *Whale* Island; that Mark will lead you up into *Pitt's Harbour*, which is large and spacious, with a good Bottom in every Part of it, and covered from all Winds; you lie in 10 or 14 Fathom; here is excellent Conveniencies for the Fishery, and Plenty of Timber at Hand; formerly Ships from *France* carried on a most valuable Fishery at this Place for Whale, Cod and Seals. There is a good, though narrow Passage into the Northward of *Henley* Island, through which you carry 3 Fathom and a half Water; 1 Mile to the Eastward of *Henley* Islands lies *Seal* Islands, from them to *Duck Island* is 3 Miles and a half; between *Seal* Islands and *Duck Island* is *Bad Bay*, which is open to the Easterly Winds, and full of Rocks, some above and some under Water.

Bad Bay.

Crossing