

The Road of *Miquelon* (which is large and spacious) lies at the North-end, Road of *Miquelon* and on the East-side of the Island, between Cape *Miquelon* and a very remarkable round Mountain near the Shore, called *Chapeaux*: Off the South Point of the Road are some funken Rocks, about a quarter of a Mile from the Shore, but every where else it is clear of danger. The best Anchorage is near the Bottom of the Road in 6 and 7 Fathom, fine sandy Bottom; you lay open to the Easterly Winds, which Winds seldom blow in the Summer.

Cape *Miquelon*, or the Northern Extremity of the Island is high bluff Land; Cape *Miquelon* and when you are 4 or 5 Leagues to the Eastward or Westward of it, you would take it for an Island, by Reason the Land at the Bottom of the Road is very low.

The *Seal Rocks* are two Rocks above Water, lying 1 League and a half off Seal Rocks. from the Middle of the West-side of the Island *Miquelon*; the Passage between them and the Island is very safe, and you have 14 or 15 Fathom within a Cable's Length all round them.

This Island, which is about three quarters of a Mile in Circuit, and low, lies N. E. 5 Miles from St. *Peter's*, and nearly in the Middle of the Channel, between it and *Point May* on *Newfoundland*; on the South-side of this Island are some Rocks both above and under Water, extending themselves 1 Mile and a quarter to the S. W.

### *Description of Fortune Bay.*

*Fortune Bay* is very large; the Entrance is formed by *Point May* and *Pass Island*, which are 12 Leagues N. by E. and S. by W. from each other, and it is about 23 Leagues deep, wherein are a great many Bays, Harbours, and Islands.

The Island of *Brunet* is situated nearly in the Middle of the Entrance into *Fortune Bay*; it is about 5 Leagues in Circuit, and of a tolerable Height; the East end appears, at some Points of View, like Islands, by reason it is very low and narrow in two Places. On the N. E. Side of the Island is a Bay, wherein is tolerable good Anchorage for Ships in 14 and 16 Fathom, sheltered from Southerly and Westerly Winds; you must not run too far in for fear of some funken Rocks in the Bottom of it, a quarter of a Mile from the Shore; opposite this Bay, on the South-side of the Island, is a small Cove, wherein small Vessels and Shallops can lay pretty secure from the Weather, in 6 Fathom Water; in the Middle of the Cove is a Rock above Water, and a Channel on each Side of it. The Islands lying at the West-end of *Brunet*, called *Little Brunets*, afford indifferent Shelter for Shallops in blowing Weather; you may approach these Islands, and the Island of *Brunet*, within a quarter of a Mile all round, there being no Danger but what lies very near the Shore.