

valley on the opposite side to beat, and make up for small numbers by great noise. All this makes the game very wild, as often as not they break back, and the chance of any particular gun getting a shot is very small. The largest bag I ever heard of, was a party of twelve guns getting four sheep, six deer, and some boars in five days. Red deer are found on the same ground as the moufflons, and usually break downhill. No fallow deer are found near Gennargentu. These used to be found in the south-west corner of the island, near Pula.

October is the best time to hunt the moufflons, but is not so healthy as December. After October, in the mountains, it freezes every night, though the days are warm.

The game laws in the southern half of Sardinia (the province of Cagliari) differ from those in the northern (the province of Sassari). In the former all shooting ends on the first day of February. In the latter partridge may not be killed after the last day of December, but everything else up to the end of March. The best moufflon ground lies in the southern province. As a matter of fact, the game laws are not enforced. The greater part of the moufflons are killed in April (when they have young) by the shepherds, who all carry guns, and who remain near the coast with their flocks during the winter. Pigs—semi-wild, and resembling the wild boar, which also abounds—are found all the year round in the mountain forests, and are frequently shot in mistake for the latter. Snipe