

will appear flat, and white like Stone Beach; near half a Mile S. W. by S. from this Point is a Shoal, upon which is 3 Fathom Water; the other Island (called the *Gooseberry-Island*) lying to the Southward and within *Current-Island*, hath a Cross on the S. W. Point of it, from which Point stretches out a Ledge of Rocks, near half a Mile to the Southward; on the South Point of this Ledge is a Rock that just covers at High water; the best Channel into the Bay is to the Southward of these Islands, between the Rocks above-mentioned and a small Island lying South from it, (which Island lies near the South-Shore) this Channel is very narrow, and hath not less than 5 Fathom at Low-water in it, the Course is in E. by N. before you come the Length of the afore-mentioned Rock, you must be careful not to approach too near the S. W. end of *Gooseberry-Island*, nor yet to the Main, but keep nearly in the Middle between both; if you get out of the Channel on either Side, you will immediately fall into 3 and 2 Fathom Water, as soon as you are within the small Island above-mentioned, you must haul to the Southward, and bring *St. Genevieve-Head* (which is the S. W. Point of the Bay) between the small Island and the Main, in Order to avoid the middle Bank, you may either Anchor behind the small Island, in 5 and 6 Fathom Water, or steer over with the said Mark into the Middle of the Bay, and Anchor with the S. W. Arm open in 7 and 8 Fathom Water; it is very good Anchoring in most Parts of the Bay, and pretty Convenient for Wooding and Watering; the snugest Place is in the S. W. Arm, the Channel going into which is narrow, and 4 Fathom deep. There is a Channel into the Bay between *Current-Island* and *Gooseberry-Island*; wherein is not less than 3 Fathom Water, it is but narrow and lies close to the N. E. end of *Gooseberry-Island*; there also is a Channel for Boats to the Eastward of all the Islands. The middle Bank is a Shoal lying in the Middle of the Bay, that nearly dries at Low-water, it is pretty large and hath not less than 4 Fathom Water all round it.

Four Miles to the Westward of the Bay of *St. Genevieve* is the Harbour of Old Ferolle, *Old Ferolle*, which is a very good and safe Harbour, formed by an Island called *Ferolle-Island*, lying parallel with the Shore. The best Passage into this Harbour is at the S. W. end of the Island, passing to the Southward of a small Island in the Entrance, which Island is very bold too: When you are within this Island you must haul up N. E. and anchor behind the S. W. end of *Ferolle-Island* in 8 and 9 Fathom Water, where you lie Land-lock'd in good Ground; you may also anchor any where along the Inside of the said Island, and find a good Channel up to the N. E. end thereof, where there is an exceeding good Place for Fishing Ships to lie in like a Basin, in 5 and 6 Fathom Water, formed by three Islands lying at the N. E. end of *Ferolle-Island*; there is also a narrow Channel into this Place from the Sea of 2 Fathom at Low-water, between the Northernmost of these Islands and the Main; here is convenient Places for many Fishing Ships, and plenty of Wood and Water; on the outside of these Islands are some Ledges of Rocks a small Distance off.

*Dog-Island*. From the S. W. end of *Ferolle-Island* to *Dog-Island* is W. S. W. between 4 and 5 Miles; *Dog-Island* is only divided from the Main at High-water, is much higher than any Land near it, which makes it appear when you are a good way to the Eastward to be some Distance from the Main.

*Bay of St. Margaret*. From *Dog-Island* to *Point Ferolle* is W. S. W. 3 Miles; between them is the Bay of *St. Margaret*, which is large and spacious, with several Arms and Islands in the Bottom of it, abounding with great Plenty of Timber of the Spruce and Fir