

# *Directions for coming into Halifax Harbour, taken from the printed Directions in the Custom-House at Halifax.*

**S**AMBRO Island and Light House is in latitude 44 deg. 30 min. N. and longitude 63 deg. 32 min. W.

From the westward, bring the light to bear N. E.; if it bears more easterly stretch to the southward till it bears N. E. and as much more northerly as you please, there bring up shoal or ledge to the southward; then keep it open on your larboard bow; give it more than a mile and a half birth, as much more as you please.

**Note**—The westward ledges lie from the light S. W. distant two miles, the other W. S. W. about a league; the eastern ledges lie in a range nearly some above water; the outermost one mile and a half from the light, bearing from it E. N. E.

When the light bears north, distant about 2 miles, run N. E. 4 miles, then north will carry you to Chebucto Head, at a proper distance clear of all danger.

When a breast of Chebucto Head, run N. 1/2 W. for the south point of George's Island.

When within half a mile of George's Island, you may enter the harbour west of it in 12 fathoms, or east of it in 15.

In passing between Sandwich point and Meagher's beach, run nearest the point, to shun a shoal which runs off S. W. from the beach.

There is also a shoal lying one mile south of Sandwich point.

Coming from the eastward, run for the light, and you cannot fail seeing Chebucto Head as you open Halifax harbour; the light being 4 miles distant from the Head to the S. W.

## *Signals made at Fort George when Vessels are coming into Harbour.*

- One ball close for one square rigged vessel
- One ball half hoisted, for two do
- Two balls close, for three do
- Two balls separated, for four do
- A pendant of any colour, for five do
- A do under a ball, for six do
- A do over a do half hoisted for 7 do
- A do under 2 do close, for 8 do
- A do between 2 do separated, for 9 do
- A flag of any colour, for 10 or more do

[The above are hoisted at the east or west yard-arm, according to the quarter the vessel first appears in, with the addition of a ball at the centre of the yard until the vessels can be seen, when one or more of the following descriptive colours will be hoisted at the mast head.]

- A Union for a Flag Ship, with or without a Squadron.
- Do with a Red Pendant over it, for a Two decker
- Do with a white Pendant over it, for a Frigate
- A red Flag pierced white for a Packet
- A blue Pendant for a Merchant ship
- A red Pendant for a merchant brig
- A white Pendant for a Topsail Schooner or Sloop
- Blue and white Flag horizontally divided, Neutral Fleet
- White and blue Pendant, Neutral Man of War
- Blue Flag, Neutral Merchant ship
- A red, white and blue Flag, an Enemy's fleet
- A red, white and blue pendant, an Enemy's man of war.
- A red Flag, an Enemy's Merchantman
- An Union Jack over Neutral or Enemy's Signals; vessel is a captured prize

- A white Flag over any Signal; Vessel hears a Flag of Truce
- A Ball at the mast head—Vessel is on shore or in distress; should immediately aid be necessary, guns to be fired.

## *EXPLANATION OF SIGNALS,*

Made on the Ensign Staff at Fort George, to denote the Port which vessels entering the Harbour of Halifax have arrived from.