Di rections for coming into Halifax Harvour, taken from the

printed Directions in the Custom-House at Halifax.

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. N. E.; if it bears more easterly stretch to the southward the it bears N. E. and as much more northerly as you please, there being no shoal or ledge to the southward; then keep it open on your larboard bow; give it more than a taile and a half birth, as much more as you please. Note—The western ledges lie from the light S. W. distant two miles, the other W. S. W. about one league; the eastern ledges lie in a range nearly, some above water; the outer most 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 porth will carry you to Chebrack Flead, at a proper distance clear of all north will carry you to Chebucto Head, at a proper distance clear of all danger. When a breast of Chebucto Head, run N. 1 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 beech, run nearest the point, to shun a shoat which runs off S. W. from the beach. There is also a shoat lying one mile south of Sandwich point. Coming from the castward, run for the light, and you cannot fait seeing Chebucto Head as you open Halifax harbour; the light being 4 miles distant from the Head to the S. W.

New Light House .- As the Light House on the Tower at the west end of Manger's Beach, at the entrance of Halifas Harbour, is intended only to lead vessels up the harbour, the greater part of the eastern side will be darkened, viz—from N. E. by N. to S. half E.—The following directions published by the Commissioners of Light Houses should be attended to:—"Vessels coming from the Eastward must keep Sambro Light open to the southward of Chebucto Head and until the Light opens on Mauger's beach, which will then bear N. ½ W—they will then be to the westward of Thrum Cap Shoals, and may shape a course up the barbour, als ways keeping the Light on the Beach open, and on the starboard bow. Ves-sels coming from the westward will see this Light when they are as far to the estward as Chebucto Head, by keeping it open, and on the starboard bow, it will lead them up to the beach. This Light will appear of a red colour, which will distinguish it from any other on the coast. It is fifty eight feet which will distinguish it from any other on the coast, high from the level of the sea.

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

One ball close, one square rig'd vessel \$ A do under a ball, for six vessels
One ball half horsted, for two do
Two balls close, for three do
A do under 2 do close, for 8 do
Two balls separated, for four do
A pendant of any colour, for five do
A flag of any colour, for 10 or more
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.

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 blue Pendant over it, for a Frigate. Do with a white Pendant over it, for a small armed Vessel

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 eloop Blue and white Flag horizontally divided, Neutral Fleet

White and blue Pendant, Nentral Man of War

Blue Fiag. Neutral Merchant ship

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; is detained or prize
White Flag over any signal, Vessel hears a Flag of Truce
Ballat the mist head — Vessel is on shore or in distress; should imme-

diste all be necessary, guns to be fired.

Explanation of Si

A redFlag from A red and whit A red Pendant A white-and-re A blue Flag, W A blue Pendan A blue and wh A white Flag,

A red-and-whit A blue-and-wh A white-and-b

A white Penda

Rep For a square r

A ship --- A lar A brig-a sma A Lozenge in Do. do. half h

MERCHA

RED, &c. - J. Creighton & Gra Deblois & Mitc Frasers & Co. r. Boggs & Harts Mitchell & Stra Fiddes & Rober J Lyous & Co. John Brown, a Lepousie & Ha D& E Start, a C. & W. Roch Thomas Laidla

BLUE, &c .-Samuel Cunard Wm. Pryor & M B Almon, o James Forman James H Tidm William Story, G & A Mitche George P Law Matthew Rich Francis Steven John Clark, a T & L Piers, a

WHITE, & John L Starr & W. K. Reynold William Stairs J & H G aut, Fairbanks & A Wm. Strachan William Laws T&M Tobin, Halitax Hack James Oswald

The above from the ligh a pendant un