

## PROGNOSTICS OF WEATHER.

Instead of prophesying the changes of weather, on any particular day to come, in a column especially devoted for that purpose, which may prove incorrect, we prefer enabling the reader to form an estimate for himself by the following rules; by the careful observation of which, he will seldom, if ever, find himself mistaken. For their general truth has been fully confirmed by three such men as Drs. Herschell, Adam Clarke, and Darwin.

### PERPETUAL WEATHER TABLE.

BY DOCTOR HERSCHELL.

The following Table, constructed by the celebrated Dr. Herschell, upon a philosophical consideration of the attraction of the sun and moon, in their several positions, as to the earth, and confirmed by the experience of many years actual observation, may without doubt, suggest to the observer what kind of weather will probably follow the moon's entrance into any one of her quarters, and that so near the truth, that it will be very seldom found to fail:—

		SUMMER.	WINTER.	
If it be new or full moon, or the moon enters into the first or last quarter, at the hour of 12 at noon, - -		Very rainy, - -	Snow or Rain.	
Or between the hours of 2 and 4, -		- - - -	Fair and Mild.	
4 to 6, -		Changeable, - -	Fair.	
6 to 8, -		Fair, if wind N.W. —Rainy if S. or S.W. - -	Fair and Frosty if N. or N.E. Rain or Snow if S. or S.W.	
8 to 10, -		- - - -	Ditto,	
10 to midnight, -		Ditto,	Fair and Frosty.	
Midnight to 2, -		Fair,	Hard Frost, unless wind S. or S.W.	
Forenoon.	{	2 to 4	Cold, with frequent showers, - -	Snow and Stormy.
		4 to 6	Rain, - -	Ditto.
		6 to 8	Wind and Rain, - -	Stormy.
		8 to 10	Changeable, - -	Cold rain if W. Snow if E.
		10 to 12	Frequent Showers, -	Cold high wind.

From the above Table it will be seen that the nearer to midnight either of the moon's periodical changes, (i. e. within two hours either before or after it), the more fair the weather is in summer, while the nearer to noon that the changes take place the reverse may be expected. Fair weather may also follow when either of the pe-