

island until daylight, according to circumstances. The light on Maugher beach disappearing behind Ives point, will show the vessel's distance from George island, as she runs in to the eastward of that island, which is the wider and preferable channel in a dark night.

Within George island there is nothing in the way, excepting the Dockyard shoal, and the shallow water off Dartmouth.

By Day.—Approaching from the westward in the daytime, pass Sambro lighthouse island at the distance of 3 or 4 miles, and when Sandwich point opens out east of Chebucto head, stand in N. by E. or N.N.E., according to the wind, until the citadel flag-staff opens east of Sandwich point, bearing N. $\frac{1}{2}$ W. Keep the citadel flag-staff only just open, running towards it, and it will lead between the Lichfield and Neverfail shoals, and up to Mars rock white buoy, which leave to the westward. Having passed Sandwich point, from which the shallow water does not extend beyond a cable's length, steer towards George island, keeping Chebucto head only just in sight east of Sandwich point until the vessel has passed close to the westward of the Middle ground ; then open out the head more, so as to leave the Pleasant shoal and Reed rock white buoys to the westward, in running towards George island ; or, if it be preferred, the steeple at Dartmouth in one with the eastern side of George island, bearing North, will lead to the eastward of the Middle ground. Either of the marks just given will lead clear up to George island, on either side of which the vessel may pass into the harbour, leaving the Belleisle and Leopard buoys to the westward, if she passes between them and the island, and choosing her anchorage off the wharves of the city, or off the dockyard, where the Commissioner's buoy will point out the Dockyard shoal.

From the Eastward by Night.—Approaching from the eastward by night, and being to the westward of the Jedore ledges, run along the land in a depth not less than 30 fathoms, until the *fixed white* light on Sambro island is seen ; then, if it be intended to pass to the southward of the Rock Head and Portuguese shoal, steer for Chebucto head (remembering that, to clear the Rock head, the light on Sambro island must be kept wide open to the south-east of White head, bearing nothing to the southward of S.W. by W. ; and the *fixed red* light on Devil island nothing to the eastward of N.E. by N.), until the light on Maugher beach bears North ; when steer for it, keeping it bearing between North and N. by E., and proceeding as already directed.

By Day steer for Chebucto head until the citadel flagstaff is only just open east of Sandwich point, bearing N. $\frac{1}{2}$ W. ; then steer for it, and proceed as before.

Between the Rock Head and Thrumcap.—If a N.E. wind, or other circumstances, should render the passage preferable between the Rock Head and Thrumcap shoals, proceed as follows :—