

Directions for Halifax Harbour, taken from the printed Directions in the Custom-House at Halifax.

SAMBRO 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 notherly 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 mile 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 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 Chedabucto Head, at a proper distance clear of all danger.

When a-breast of Chedabucto Head, run N. $\frac{1}{2}$ W. for the south point of George's island.

When within $\frac{1}{2}$ 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 Chedabucto 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 vessel can be seen when one or more of the following descriptive colours will be hoisted at the mast head.]

An 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 Sloop

A 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