

good Birth. In going along Shore, the Mark to keep without these Ledges is, to keep all the Land of *Burnt Cape* open without the outermost Rocks, which lie on the South Side of the Entrance to this Harbour; if you are going in, as soon as you judge yourself to be to the Southward of the *Norman* Ledges you must steer in for the Harbour, leaving the Islands on your Larboard-side; you must keep the South Shore close on board, for fear of a Ledge of Rocks which spits out from a small rocky Island, on the other Side; as soon as you are within that Island, you must haul over for the North Shore, and anchor in 4 or 5 Fathom Water. In this Harbour might be made several very convenient Fishing-Rooms, and in the Coves between it and *Cape Norman* might be built Stages for the Boats to resort to, and to cure Fish.

Cape Norman.

Cape Norman is the Northernmost Point of Land in *Newfoundland*, lies in the Latitude of 51 Deg. 38 Min. 23 Sec. North, it is of a moderate and even Height, and a barren Rock for some Miles in the Country. From *Cape Norman* a W. S. W. Course, between 9 and 10 Leagues, will carry you a League without *Green Island*; all the Shore between them is bold, and of a moderate and equal Height for several Miles into the Country; but a good way inland is a Chain of high Mountains, lying parallel with the Coast. Between 3 and 4 Miles to the Westward of the Cape is a Cove, wherein small Vessels and Boats may lie very secure from all Winds, except N. E.; from this Place to *Green Island* there is no Shelter on the Coast. In turning between *Cape Norman* and *Green Island* in the Night, or Foggy Weather, you may stand in for the Land with great Safety, into 25 Fathom Water, until you are nearly the Length of *Green Island*; you will then have that Depth of Water very near the Shore, and likewise on the outside of the Island itself.

Port Harbour.

Green Island.

This Island lies three Quarters of a Mile from the Main, is two thirds of a Mile in Length, very low, narrow, and agreeable in Colour to the Name it bears; from the East End stretches out a Ledge of Rocks, three Quarters of a Mile to the Eastward, whereon the Sea breaks in bad Weather. The Channel between the Island and the Main, wherein is 4 and 5 Fathom Water, is very safe, and where vessels may anchor, if they find Occasion: The only Winds that can make a Sea here, are from the W. S. W. and E. N. E.; to go in from the Westward, keep the Point of the Island on board for the deepest Water, which is 4 Fathom, and going in from the Eastward, keep the Main on board. The Distance from this Island to the opposite Part of the Coast of *Labradore*, called *Castles*, or *Red Cliff*, doth not exceed 3 Leagues and an half; they bear from each other N. W. and S. E. and is the narrowest Part of the Streights of *Bel Isle*.

Courses from Green Island Shore to Ferrolle Point.

From *Green Island* to *Flower Ledge* (which lies near half a League from the Shore) a W. S. W. Course 3 Leagues will carry you half a League without the Ledge; from *Flower Ledge* to the Bay of *St. Barbe*, the Course is S. S. W. 5 Miles, and to Point *Ferrolle* S. W. $\frac{1}{2}$ S. 7 Leagues. Five Miles to the West-

Sandy Bay.

ward of *Green Island* is *Sandy Bay*, wherein small Vessels might ride in 3 and 4 Fathom Water, with Southerly and S. W. Winds. Between *Green Island* and *Sandy Bay* is *Double Ledge*, which stretches off from the Shore near half a Mile, whereon is 8 and 9 Feet Water.

Double Ledge.

Savage, Mistaken, and Nameless Coves.

Savage Cove, which is 2 Miles to the Westward of *Sandy Bay*, is small, will admit only small Vessels and Boats, in the Mouth of which is a small low Island; the Passage in (which is very narrow) is on the East-side of the Island, and you must anchor as soon as you are within it, in 2 and a half, and 2 Fathom