into the Road, and coming from the Southward, you must keep a League Gibraltar from the Shore, to avoid the Gibraltar Rock, which lies WSW. from Point Rock. Verd, till you bring the Cafile-bill open to the Northward of Green Point. The Caftle-hill is on the North Side of the Road on which stands the Castle, Green Point and is diffinguishable far out at Sea. Green Point is a low level Point, which forms the South Side of the Road. The Gibraltar Rock has fixteen Feet Water upon it, and lies W. + S. Diftant 2 1 Miles from Green Point, and 2 Miles from Shore. The Mark afore mentioned will carry you + of a Mile without it, and when you have the faid Mark open, you may fteer in for the Caftle, keeping your Lead going; there is regular Soundings on both Sides. Along the South Side is a Flat, to which you may borrow into four Fathom. The best Anchorage is in fix or feven Fathom Water, under the Castle-hill at 3 of the Diftance over from that Side, where you lie in good Ground, and open about four Points to the Sea. At the Bottom of the Road is a long Beach, which terminates to the North in a Point, on which stand the Inhabitants Houses and a Fort. Between this Point and Castle bill is the Entrance into Placentia Harbour, which is very narrow, in which is 3' Fathom Water, but within the Narrows it widens to one third of a Mile broad, and runs up NNE. above a Mile and a half, where Ships may lie in perfect Security, in fix or feven Fathom. To fail in you must keep nearest to the Starboard Side.

Near the Bottom of *Placentia Road*, on the North Shore, at the Top of a Hill, flands a Caftle; when you have this Caftle open to the Northward of *Point Verd*, you may haul in for the Road in Safety taking Care to give *Point Verd* a Birth of near two Cables Length. The beft Anchorage in the Road is under the *Caftle-bill*, in about 6 Fathom Water. The Entrance into the Harbour is very narrow, in it you have  $3\frac{1}{2}$  Fathom Water; after you are within the Narrows it is about  $\frac{1}{3}$  Mile broad, and about  $1\frac{1}{2}$  Mile long; here you may anchor in perfect Safety in 6 or 7 Fathoms Water.

This Coaft is eafily known, in clear Weather, by the Chapeau Rouge, and Remarks for knowing the other remarkable Head-Lands. The best Directions that can be given on Land on the coming in with it in thick Weather, are, to observe, that, between Burin and Weft Side of Laun, there are no Iflands except Ferryland Head, which is very near the Main, Placentia fo as not to be diftinguished as an Island till very close to the Shore; also that Eáy. the Islands about Burin are large and full as high as the main Land; those about Laun are small, and scarce half the Height of the main Land, and the Lamelines are two low flat Islands. There are feveral finall Rocks just above Water between Laun and Lameline, and there are none fuch any where elfe along the Coaft. - The Land from Mortier Head up the Bay is high, rocky, and uneven; with feveral Islands near the Coast, which forms many Capes and ragged Points.

Red Island.

id. From Mortier Head to Red Island the Course is N. E. by E. Distance 16 Leagues. This Island is high, and may be seen in clear Weather 12 Leagues from.