

and N. by W. $\frac{1}{2}$ W. from
Island Harbours, formed
land; that lying to the
is from 10 to 6 fathoms
be aboard; the outer part

the *Burgeo Isles*, which are
and west about 5 miles,
best them for fishing ves-
being good fishing ground
d, the safest passage is on
most, and lies N. W. from
island is a rock that un-
anks: You may go on any
and it; as soon as you are
Island on board, and steer
of which is the first low
t, and anchor in the cove
the best place for great
island lying near the west
end, and sheltered from all
ard, within the islands, it is
ken rocks in the passage;
een *Burgeo Columbe*, which
highest of all the islands)
water lying to the eastward
as soon as you are within
veral safe passages in from
ad good anchorage; and in
es, and you may run in any
either wood or water.

ance is N. E. 2 miles from
Island Harbours; the east
a is a sunken rock, a quar-
in bad weather. Near the
plenty of wood and water.
harbour, which lies in N. E.
of which is a cluster of little
it, keep the east point of the
W. for the entrance of the
fathoms water.

harbour, and N.N.E. 1 mile
which lies in west 1 mile,
from 20 to 10 fathoms, and
th point of the entrance into
th and a half from the point
head of the *Ila Ha* is *Rich-*
on *Romea Shoal*.

is the *Great Barrysway Point*,
N. half a league from this
y, wherein is room and depth
les and the *Great Barrysway*
half a league from the shore.
les is the bay of *Connoir*, the
ng with an easy ascent to a

moderate height, and much higher than the land within it; the top of it is green, but down by the shore is white; the west point of the bay is low and flat, to the westward of which are several small islands. The bay lies in N. by E. 1 league from the entrance to the middle head, which lies between the two arms, and is half a league broad, with 14, 12, 10, and 8 fathoms close to both shores, good anchorage and clear ground, open to the S.S.W. and southerly winds; but the N.E. arm affords shelter for small vessels from all winds. To sail into it, keep the starboard shore best on board, and anchor before a small cove on the same side near the head of the arm, in $3\frac{1}{2}$ fathoms; towards the head of the arm, on the N.W. side is a bank of sand and mud, whereon one might run a ship, and receive no damage.

Two leagues to the westward of *Connoir*, lies the bay of *Cutteau*, wherein is only shelter and depth of water for small vessels and fishing shallops; in sailing in or out of the bay, keep the west point close on board, in order to avoid the many sunken rocks in the mouth of it.

Round the west point of *Cutteau* is *Cing Serf*, wherein are a great many islands which form several small snug harbours, wherein is room and depth of water sufficient for fishing vessels, with conveniences for fisheries. Right off *Cing Serf*, about half a league from the shore, is a low rocky island. The safest passage into the largest harbour is to the westward of this rock, keeping pretty near it, and steer in N.E. $\frac{1}{2}$ E. keeping the S.E. shore on board, until you are abreast of a small woody island, which is the easternmost but one, and lies about a quarter of a mile to the N.E. of a white rock in the middle of the passage, then haul short round this island, and anchor behind it in 7 fathoms water, covered from all winds, or you may continue your course up to the head of the arm and anchor in 4 fathoms water.

Four miles to the westward of the rocky island off *Cing Serf*, is the harbour of *Grand Bruit*, which is a small commodious harbour, and well situated for a fishery; it may be known by a very high remarkable mountain over it, half a league inland, which is the highest land on all the coast, down which runs a considerable brook, which empties itself in a cascade into the harbour of *Grand Bruit*. Before the mouth of the harbour are several small islands, the largest of which is of a tolerable height, with three green hillocks upon it. A little without this island is a round rock, pretty high above water, called *Columbe of Grand Bruit*; and $\frac{1}{2}$ of a mile to the southward of this rock, is a low rock; in the direct line between this low rock and the rocky island off *Cing Serf*, $\frac{1}{2}$ league from the former, is a sunken rock, whereon the sea doth not break in fine weather. The safest passage into *Grand Bruit*, is to the N.E. of this rock, and off the islands lying before the harbour between them and the three islands (which are low and lay under the shore) and after you are to the northward of the sunken rock abovementioned, there is no danger but what shews itself. The passage into the harbour is very narrow, but bold to both sides. The harbour lies in north half a mile, and is a quarter of a mile broad in the broadest part, wherein is from 4 to 7 fathoms water.

To the westward of *Grand Bruit*, between it and *La Poil bay*, lies the bay of *Rotte*, wherein are a great many islands and sunken rocks. The southernmost island is a remarkable high round rock, called *Columbe of Rotte*, and lies W. by N. 9 leagues from the southernmost of the *Burgees*. Between this island and *Grand Bruit* is a reef of rocks, some above and some under water, but do not lay to the southward of the direct line between the islands. Within the isles of *Rotte* are shelter for shipping. The safest passage in, is to the westward of the islands between them and the island called *Little Ireland*, which lies off the east point of *La Poil bay*.