

conveniences for great Number of Ships, and good Fishing Grounds about those Parts: All the Land about *Griguet* and *Quirpon* is Mountainous, and appears a Barren Rock.

This Harbour, which lies a little to the W. ward of *Quirpon*, runs in S. S. W. Noddy Harbour between *Noddy Point* and *Cape Raven*, which form the Entrance of the Harbour; there is no Danger in going in; the Passage is in on the West-side of a small Island that lies about three-quarters of a Mile within the Heads, and you Anchor as soon as above it in 5 Fathom Water; or with small Vessels you may run up into the Basin, and Anchor in 2 and a half or three Fathom; within the Island on the East-side of the Harbour is a Stage, and very convenient Rooms for many Fishing Ships.

In turning up towards *Quirpon* and *Noddy Harbour*, you may stand pretty near to the *Gull Rock* and *Maria Ledge*, which are above Water, and both of them about half a League from the Land of *Quirpon*; the Passage between them is also half a League wide, and very safe, taking Care only to keep near to *Gull Rock* to avoid the N. W. Ledge, which Ledge doth not appear but in bad Weather; in the Passage between the N. W. Ledge and the Main, are many Rocks and shallow Water.

The Course from *Bauld Cape*, which is the northern Extremity of *Quirpon* to the *Great Sacred Island*, is West 2 Leagues; this Course will carry you the same Distance without *Gull Rock*, as you pass without *Bauld Cape*. Little *Sacred Island* lies E. S. E. from the Great Island 1 Mile, the Passage between them is very safe, and you may sail round them both; they are high and bold: Within them, to the S. W. is *Sacred Bay*, which is pretty large, wherein are a great Number of small Islands and Rocks above Water; the Land at the Bottom of this Bay is covered with Wood: This Place is resorted to only for Wood for the Use of the Fishery at *Quirpon*, *Griguet*, and Places adjacent, where Wood is scarce.

From *Great Sacred Island* to *Cape Norman* the Course is West 13 Miles, and to *Cape Onion*, is S. W. by W. 2 Miles; this Cape is the North Point of *Sacred Bay*, it is pretty high and steep, near to which is a very remarkable Rock, called the *Mewstone*, like the *Mewstone* in *Plymouth Sound*; to the Southward of the *Mewstone* is a small Cove, where a Vessel may lie in Safety.

From *Cape Onion* to *Burnt Cape*, the Course is W. S. W. Distance 5 Miles; the Shore between them is bold, and of a moderate Height; *Burnt Cape* appears white, and rises gradually from the Sea to a tolerable Height: On the East Side of the Cape lies the Entrance to the Bay *Ha Ha*, which runs in S. S. W. 2 Miles; when within *Burnt Cape*, you may anchor in six or seven Fathom, open only to N. Winds; or you may run up into the Harbour, where you lie land-locked in 3 Fathom. Here is good Conveniences for Fishing-Ships, and Plenty of Wood for their Use. *Cape Norman*, from *Burnt Cape* bears N. W. by W. 7 Miles. Between them is the Bay of *Pistolet*, which runs in S. S. W. and extends several Miles every Way, with good anchoring in most Parts of it, particularly on the West-side, a little above the Islands, which lie on the same Side in 5 Fathom Water. The Shore about this Bay is tolerably well covered with Wood, Boats frequently come here for Wood from *Quirpon*.

This is a small Harbour within the Islands, at the N. W. Part of *Pistolet Bay*, and 2 Miles to the S. E. of *Cape Norman*; to sail into it, you must take Care and give the *Norman Ledges* which lie E. N. E. 1 Mile off the North Point, a