

(b.) Freight on all goods to be paid, or secured to the satisfaction of the captain or consignee of the vessel prior to the delivery of the goods.

(c.) After delivery to the purchaser of goods sold no claims for damage, deficiency, or other cause, shall be admissable after goods sold and delivered have once left the City.

(d.) When foreign bills of lading expressly stipulate that the freight shall be paid in a specific coin, then the same must be procured if required, or its equivalent given,—the rate to be determined by the current value at the time at the Banks.

XVIII.

WHARVES.

I. The proprietor or occupants of any wharf shall be entitled to the inside berth up to the line of his or their property.

II. The proprietor or occupant of the adjoining property may "overlap" by using the outer berth, or may use the inner berth if not required.

III. Not more than two vessels shall be allowed to lie abreast of any wharf at the same time unless they can do so without occupying a greater depth (or space) than 60 feet from the water front.

The foregoing By-Laws, Rules and Regulations were submitted to and approved by the members present at the Quarterly General Meeting of the British Columbia Board of Trade held on the 2nd of October, and finally adopted at an adjourned General Meeting on the 8th of October, A. D. 1879.

APPENDIX No. 17.

PORTS OF VICTORIA AND ESQUIMALT, BRITISH COLUMBIA.

PORT CHARGES.

Vessels bound to other Ports, coming to an anchor in Royal Roads, Pilotage free, except services of Pilot are employed, when Pilotage according to the following graduated scale shall be payable:—

Inside or North of Race Rocks to Royal Bay.....	\$0 75 per foot.
Beachy Head to Royal Bay.....	1 50 "
Pillar Point to Royal Bay.....	3 00 "
Cape Flattery to Royal Bay.....	6 00 "

Vessels entering into or clearing from undermentioned Ports:—

Esquimalt Harbor (under sail).....	\$4 00 per foot.
do. (under steam or in tow).....	3 60 "
Victoria Harbor (under sail).....	4 00 "
do. (under steam or in tow).....	3 00 "