

PLYMOUTH HARBOUR.—The directions for this harbour have been already given on pages 128, 129.

CAPE COD, &c.—Cape Cod is the northern part of the peninsula of Barnstable, anciently called Nauset, and now commonly thus called Cape Cod. On the back of the Cape is Provincetown, distinguished by its useful harbour, which has depth of water for any ships. On its extremity, called Race Point, is a small light-house, and there is a larger, called that of the Clay Ponds, more to the S.E. The inhabitants depend, chiefly, on the cod-fishery for subsistence.

The **LIGHT-HOUSE** of the **CLAY PONDS**, in latitude $42^{\circ} 3'$, and longitude $70^{\circ} 30'$, is erected on land elevated about 150 feet, which, with the elevation of the lantern, makes the whole height 300 feet above high-water mark. The light, which was formerly revolving, is now fixed.

If outward-bound from Boston light-house, and you would wish to fall in with Cape Cod, the course is E.S.E. 13 leagues; thence 3 leagues to the light-house. When up with the light-house, and it bears S.W. 2 leagues, you may thence steer to the S.

If inward-bound, and you want to fall in with the back of Cape Cod, bring the light to bear S.W. 2 leagues distant; then steer W.N.W. for Boston light-house.

The **LIGHT-HOUSE** on the **RACE POINT** of **CAPE COD** was first lighted on the 5th of November, 1816. It is 25 feet above the level of the sea, and 155 feet distant from high-water mark. It is a revolving (or repeating) light, on the same principle as that of Boston, already noticed; and is, therefore, readily known from the light on the high land, which may now, with propriety, be called the **HIGH LIGHT** of **CAPE COD**. The light on Race Point cannot be seen by vessels coming from sea, until it bears S. by W. $\frac{1}{2}$ W., when they may run for it.

Race Point is very bold, and has a number of fish-houses on it. From one to three miles to the southward of Race Point, is what is called Herring Cove, where there is good anchoring half a mile from the shore, (the wind being from East to N.N.E.) in 4, or even in 3 fathoms.

In running from Race Point to Wood End, (S.S.E. 6 miles,) after you pass the black land, or hummocks, you will come up with a low sandy beach, which forms the harbour, extending between 2 and 3 miles to Wood End, which is difficult to be distinguished in the night: it is very bold: you will have 25 fathoms within half a mile from the shore.

Vessels running for Cape Cod Harbour may pass within one-third of a mile of the light on Race Point. After passing it, bring it to bear N.N.W., and run S.S.E. until the light on the high land (or high light) bears E. by N. The vessel will then be clear of Wood End Bar. Next steer N.E., to bring the high light E. $\frac{1}{2}$ S., when you may beat up N.W. for the harbour, and anchor in four fathoms.

Good anchorage may be found, during a N.E. gale, by running for the low light, giving it a berth of one-third of a mile as you pass it; and, as soon as it bears E. by S., beat up E.S.E., and anchor in from 10 to 4 fathoms.

In beating into Cape Cod Harbour, you must keep the eastern shore on board, until you get into 6 fathoms: standing no farther to the westward than to bring the high light to bear E. by S., as there is a long spit of sand running off from the western shore, which, being very bold, you will have 11 fathoms within a stone's throw of the shore.

In case it blows so hard that you cannot beat into the harbour, you will have good anchorage without, in from 10 to 15 fathoms.

At full and change, it is high water off Race Point at 10 hours and 45 minutes. On leaving Cape Cod, if bound for Boston, you must calculate the tide, as the flood sets strongly to the S.W.

The light-house of Cape Anne and the high light of Cape Cod bear from each other S.S.E. $\frac{1}{2}$ E. and N.N.W. $\frac{1}{2}$ W. distant $13\frac{1}{2}$ leagues.