

Five miles to the westward of *White bear bay*, and N. by W. $\frac{3}{4}$ W. from *Ramea Columbe*, are two small harbours, called *Red Island Harbours*, formed by an island of the same name, lying close under the land; that lying to the westward of the island is the largest and best, wherein is from 10 to 6 fathoms good anchorage. To sail into it, keep the island close aboard; the outer part of which is red steep cliffs.

N. W. by W. 3 leagues from *Ramea Columbe*, lie the *Burgeo Isles*, which are a cluster of islands extending along the shore, east and west about 5 miles, forming several snug and commodious harbours amongst them for fishing vessels, and are well situated for that purpose, there being good fishing ground about them. To sail into *Burgeo* from the eastward, the safest passage is on the N. E. side of *Boar Island*, which is the northernmost, and lies N. W. from *Ramea Columbe*; S. E. by E. half a league from this island is a rock that uncovers at low water, on which the sea generally breaks: You may go on any side of this rock, there being very deep water all round it; as soon as you are to the N. W. of it, keep the north side of *Boar Island* on board, and steer W. by S. $\frac{1}{4}$ S. for *Grandy's Cove*, the north point of which is the first low point on your starboard bow, haul round that point, and anchor in the cove in 14 fathoms, and moor with a fast on shore: but the best place for great ships to anchor is between *Grandy's Cove*, and a small island lying near the west point of *Boar Island*, in 20 or 24 fathoms good ground, and sheltered from all winds. To sail into *Grandy's Cove* from the westward, within the islands, it is dangerous, unless well acquainted, by reason of sunken rocks in the passage; but there is a good passage from the southward between *Burgeo Columbe*, which is a high round island, and *Recontre*, (which is the highest of all the islands) you must steer in N. W. between the rocks above water lying to the eastward of *Columbe*, and then to the southward of *Recontre*; as soon as you are within these rocks keep the islands on board: There are several safe passages in from the southward and eastward, between the islands, and good anchorage; and in bad weather all the sunken rocks discover themselves, and you may run in any where without fear; these isles do not abound with either wood or water.

Wolfe bay lies in N. E. $\frac{1}{4}$ N. 1 league, the entrance is N. E. 2 miles from *Boar Island*, and 2 miles to the westward of *For Island Harbours*; the east point of the entrance is low ragged rocks, off which is a sunken rock, a quarter of a mile from the shore, whereon the sea breaks in bad weather. Near the head of the bay is tolerable good anchorage, and plenty of wood and water.

Round the west point of *Wolfe bay* is *King's Harbour*, which lies in N. E. by N. three-fourths of a mile, before the mouth of which is a cluster of little islands, one of which is pretty high. To sail into it, keep the east point of the islands on board, and steer N. W. by N. and N. N. W. for the entrance of the harbour, and anchor under the east shore in 9 fathoms water.

On the south side of the islands, before *King's Harbour*, and N. N. E. 1 mile from *Boar Island* is the entrance into the *Ha Ha*, which lies in west 1 mile, is about one quarter of a mile broad, wherein is from 20 to 10 fathoms, and good anchorage in every part of it. Over the south point of the entrance into this harbour is a high green hill; and a cable's length and a half from the point is a sunken rock that always shews itself. Over the head of the *Ha Ha* is *Richard's Head*, mentioned as a mark for running upon *Romea Shoal*.

Four miles to the westward of the *Burgeo Isles* is the *Great Barryway Point*, which is a low white rocky point, and N. W. by N. half a league from this point is the west entrance into the *Great Barryway*, wherein is room and depth of water for small vessels. Between the *Burgeo Isles* and the *Great Barryway Point* are several sunken rocks, some of which are half a league from the shore.

N. W. by W. $\frac{3}{4}$ W. 4 leagues from the *Burgeo Isles* is the bay of *Connoir*, the east point of which is something remarkable, rising with an easy ascent to a