

sage is to the Northward of this Island, giving the Point at the Entrance of the N. W. Harbour a little Birth; as soon as you are within the Island you will open the two Harbours; that of the N. W. which is the largest, runs in N. W. near 2 Miles; to sail up to the Head of the Harbour, the West-side is the safest; you will at first have 14, 16, and 18 Fathom Water, and after you are a little within the Point will meet with a Bank whereon is 7 and 8 Fathom; being over it, you will again have 16 and 17 Fathom, and as you approach the Head, will shoalen your Water gradually to 5 Fathom, every where good anchoring and sheltered from all Winds.

N. W. Harbour. The S. W. Harbour runs in near 2 Miles behind *Camel's Island*, it is but a narrow Arm, and hath in it from 10 to 4 Fathom Water; there is a Shoal at the Entrance, but neither it, or the Harbour are yet sufficiently examined, to give any Direction about it here.

Griguet Islands. The two Islands of *Griguet* lay on the outside of *Camel's Island*, and together form between them several small, but very snug Harbours for Fishing Vessels.

Harbour Little Quirpon. From *Stormy Cape* to *Cape de Grat*, on the Island of *Quirpon* is N. by E. distant 3 Miles and a half; between which is the Harbour of *Little Quirpon*, formed by the Island of that Name; there is no Danger going in, but the Shore itself; its a small safe snug Harbour, where Fishing Ships, Moor Head and Stern.

Island Quirpon. *Quirpon Island*, which is the S. E. Point that forms the Entrance of the Streights of *Bell-Ile*, is barren and mountainous; *Cape de Grat* on the S. E. Side, and the highest Part of this Island may be seen in clear Weather 12 Leagues.

White Islands. These Islands lay between *Griguet* and *Cape de Grat*, about 2 Miles and a half from the Land, they are but small and of a moderate Height; on the inside of them are some Rocks, both above and under Water, but not dangerous, as they discover themselves even in fine Weather; and the Passage between them and the Main, which is half a League wide, is very safe.

De Grat and Pidgeon Coves. These Coves lay on the S. E. side of the Island of *Quirpon*, and to the Northward of *Cape de Grat*, in the Mouth of which are some small Islands and Rocks above water; behind these Islands are Shelter for Shipping in 4 Fathom Water, and convenient Places for Fishing.

Harbour of Great Quirpon. The Passage into this Harbour is on the N. W. side of the Island of the same Name, between it and *Graves's Island*, which is an Island in the Mouth of the Harbour; in approaching the Entrance you may make as free as you please with the Island *Quirpon*, there being no Danger but what shews itself until you come to the Entrance of the Harbour, where there are Shoals on your Larboard-side, which you avoid by keeping *Black-head* upon *Quirpon* open of all the other Land, until *Cape Raven* is brought over *Noddy Point*, then haul in for the Harbour, keeping about half a Cable's Length from the Point of *Graves's Island*; it is every where good Anchoring within the said Island, and Room and Depth of Water for any Ships, and good Ground; the best Place is in 9 Fathom Water up towards the upper End of *Graves Island*, abreast of *Green Island*, which lies about the Middle of the Harbour. The Passage to the inner Harbour on either Side of *Green Island*, is very good for Ships of a moderate Draft of Water, through which you will carry three Fathom; and above the Island is exceeding good Anchoring in 7 Fathom; there is a Passage into this Place through little *Quirpon*, but it is too narrow and intricate for Vessels to attempt, unless well acquainted: In and about *Quirpon* are excellent Conveniences