

Directions for coming into Halifax Harbour, taken from the printed Directions in the Custom-House at Halifax.

SAMBRO Island and Light House is in latitude 44 deg. 30 min. N. and longitude 63 deg. 32 min. W. From the westward, bring the light to bear N. E.; if it bears more easterly stretch to the southward till it bears N. E. and as much more northerly as you please, there being no shoal or ledge to the southward; then keep it open on your larboard bow; give it more than a mile and a half birth, as much more as you please. Note—The western ledges lie from the light S. W. distant two miles, the other W. S. W. about one league; the eastern ledges lie in a range nearly, some above water; the outer most one mile and a half from the light, bearing from it E. N. E. When the light bears north, distant about 2 miles, run N. E. 4 miles, then north will carry you to Chebucto Head, at a proper distance clear of all danger. When a-breast of Chebucto Head, run N. $\frac{1}{2}$ W. for the south point of George's Island. When within half a mile of George's Island, you may enter the harbour west of it in 12 fathoms, or east of it in 15. In passing between Sandwich point and Meagher's beach, run nearest the point, to shun a shoal which runs off S. W. from the beach. There is also a shoal lying one mile south of Sandwich point. Coming from the eastward, run for the light, and you cannot fail seeing Chebucto Head as you open Halifax harbour; the light being 4 miles distant from the Head to the S. W.

New Light House.—As the Light House on the Tower at the west end of Manger's Beach, at the entrance of Halifax Harbour, is intended only to lead vessels up the harbour, the greater part of the eastern side will be darkened, viz—*from N. E. by N. to S. half E.*—The following directions published by the Commissioners of Light Houses should be attended to:—"Vessels coming from the Eastward must keep Sambro Light open to the southward of Chebucto Head and until the Light opens on Manger's beach, which will then bear N. $\frac{1}{2}$ W.—they will then be to the westward of Thrum Cap Shoals, and may shape a course up the harbour, always keeping the Light on the Beach open, and on the starboard bow. Vessels coming from the westward will see this Light when they are as far to the eastward as Chebucto Head, by keeping it open, and on the starboard bow, it will lead them up to the beach. This Light will appear of a red colour, which will distinguish it from any other on the coast. It is fifty eight feet high from the level of the sea."

Signals made at Fort George when Vessels are coming into Harbour.

One ball close, one square-rig'd vessel	A do under a ball, for six vessels
One ball half hoisted, for two do	A do over a do half hoisted for 7 do
Two balls close, for three do	A do under 2 do close, for 8 do
Two balls separated, for four do	A do between 2 do separated, for 9
A pendant of any colour, for five do	A flag of any colour, for 10 or more

The above are hoisted at the east or west yard-arm, according to the quarter the vessel first appears in, with the addition of a ball at the centre of the yard until the vessels can be seen, when one or more of the following descriptive colours will be hoisted at the mast head.]

- A Union for a Flag Ship, with or without a Squadron.
- Do with a Red Pendant over it, for a Two-decker
- Do with a blue Pendant over it, for a Frigate.
- Do with a white Pendant over it, for a small armed Vessel
- A red Flag pierced white for a Packet
- A blue Pendant for a Merchant ship
- A red Pendant for a merchant brig.
- A white Pendant for a Topsail Schooner or Sloop
- Blue and white Flag horizontally divided, Neutral Fleet
- White-and-blue Pendant, Neutral Man of War
- Blue Flag, Neutral Merchant Ship
- A red, white and blue Flag, an Enemy's fleet
- A red, white and blue pendant, an Enemy's man of war.
- A red Flag, an Enemy's Merchantman