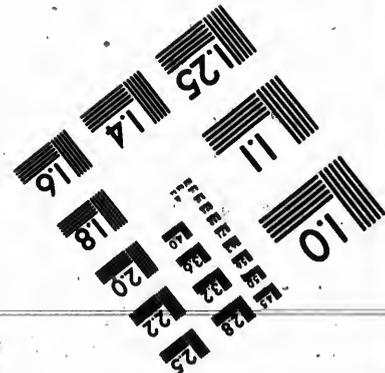
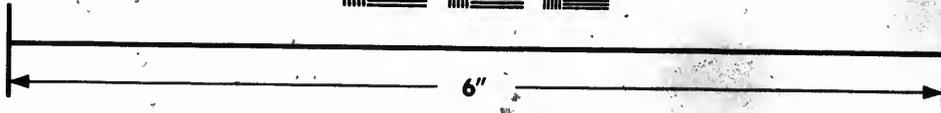
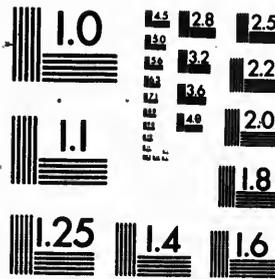


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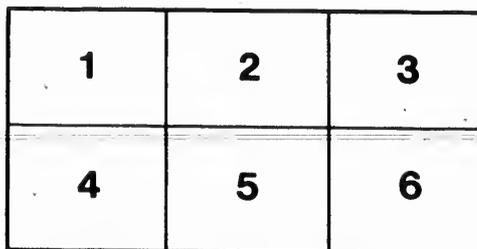
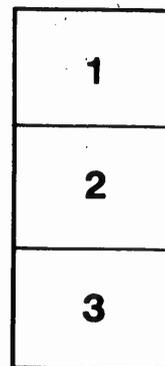
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# D I R E C T I O N S

F O R

Navigating on Part of the N. E. Side of *NEWFOUND-*  
*LAND*, and in the Streights of *BELL-ISLLE*.

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N. B. *All Bearings and Courses hereafter-mentioued, are the true Bearings and Courses, and not by Compass.*

**O**N the N. E. Coast of *Newfoundland*, about 2 Leagues from the Main, are two Islands, the Northermost of which is called *Groias*, the North-Isle *Groias*. Miles Distance from this North-end are some Rocks high above water.

The Harbour of *Corque* bears N. W. by W. half W. 2 Leagues from the North-end of *Groias* Island, the Entrance is not easily distinguished by Stars till you draw near it, then you will discover a small Island, or Rock close to the South-head of the Harbour, you may stand boldly in with the Land, there being no Danger but what shews itself, and lies very near Shore; as soon as you are within the Heads you will open the two Arms, that to the S. W. is not safe to Anchor in, being foul ground, and open to the N. E. Winds; you may run up into the N. W. Arm until you are Landlock'd, and Anchor where you please, from 16 to 10 Fathom Water, every where very good Ground. This is an excellent Harbour very convenient for the Fishery, and plenty of Wood and Water.

From the North-end of *Gorias* Island, along the Coast to the *White Islands*, the true Course is N. by E. 12 Leagues, but to give these Islands, and the *Braha Shoal* a proper Birth, make a N. N. E. Course.

Between *Croque* and the Bay of *Griguet* are several good Harbours, with Course from excellent Fishing Conveniencies, particularly *Great* and *Little St. Julian's* to the *Grandsway*, *Waterman's-Cove*, *Whites-Arm*, *Zealot*, *Feshot*, *Goose Cove*, *Craimiliere*, *St. Anthony*, and *St. Lunare*, which are not yet accurately survey'd, but are laid down in the Chart according to good Sketches and Observations, taken by Officers of the King's Ships on that Station; there is no Danger on the Coast but what lies very near the Shore, except the small Shoal of *Braha*, *Braha Shoal*, which lies directly off the Bay of the same Name, 4 Miles from the Land, on which the Sea breaks in bad Weather.

The Bay of *Griguet* is situated on the N. E. Coast of *Newfoundland*, in the Latitude of  $51^{\circ} 32'$  North; it is form'd by *Stormy Cape* to the North, and *White-Cape* to the South, and contains several good Harbours for Shipping of all Kinds, wherein are many Fishing Conveniencies.

This Island lies in *Griguet* Bay, it is very high in the Middle, like the Back of a Camel, and in sailing along the Shore is difficult to be distinguished from the Main.

The North Harbour lies within *Stormy Cape*, at the Entrance of which is a North Harbour. Rock above Water; you may go on either Side of this Rock, it being bold too all round, and Anchor near the Head of the Harbour in 6 Fathom Water; in the Entrance that leads to the N. W. and S. W. Harbours, is a small rocky Island, which makes the Passage into those Harbours narrow; the safest Pas-

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page

- 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. Har-  
bour. 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.
- S. W. Har-  
bour. The two Islands of *Girquet* lay on the outside of *Camel's Island*, and together form between them several small, but very snug Harbours for Fishing Vessels.
- Griguet  
Islands. 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.
- Harbour Lit-  
tle Quirpon. *Quirpon Island*, which is the S. E. Point that forms the Entrance of the Straights of *Bell-Iste*, 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.
- Island Quir-  
pon. 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.
- White Islands. 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.
- De Grat and  
Pidgeon  
Coves. 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

conveniencies for great Number of Ships, and good Fishing Grounds about those Parts: All the Land about *Griguet* and *Quirpon* is Mountainous, and appears a Barren Rock.

This Harbour, which lies a little to the W. ward of *Quirpon*, runs in S. S. W. Noddy Harbour between *Noddy Point* and *Cape Raven*, which form the Entrance of the Harbour; there is no Danger in going in; the Passage in is on the West-side of a small Island that lies about three-quarters of a Mile within the Heads, and you Anchor as soon as above it in 5 Fathom Water; or with small Vessels you may run up into the Basin, and Anchor in 2 and a half or three Fathom; within the Island on the East-side of the Harbour is a Stage, and very convenient Rooms for many Fishing Ships.

In turning up towards *Quirpon* and *Noddy Harbour*, you may stand pretty near to the *Gull Rock* and *Maria Ledge*, which are above Water, and both of them about half a League from the Land of *Quirpon*; the Passage between them is also half a League wide, and very safe, taking Care only to keep near to *Gull Rock* to avoid the N. W. Ledge, which Ledge doth not appear but in bad Weather; in the Passage between the N. W. Ledge and the Main, are many Rocks and shallow Water.

The Course from *Bauld Cape*, which is the northern Extremity of *Quirpon* to the *Great Sacred Island*, is West 2 Leagues; this Course will carry you the same Distance without *Gull Rock*, as you pass without *Bauld Cape*. Little *Sacred Island* lies E. S. E. from the Great Island 1 Mile, the Passage between them is very safe, and you may sail round them both; they are high and bold: Within them, to the S. W. is *Sacred Bay*, which is pretty large, wherein are a great Number of small Islands and Rocks above Water; the Land at the Bottom of this Bay is covered with Wood: This Place is resorted to only for Wood for the Use of the Fishery at *Quirpon*, *Griguet*, and Places adjacent, where Wood is scarce.

From *Great Sacred Island* to *Cape Norman* the Course is West 13 Miles, and *Cape Onion* to *Cape Onion*, is S. W. by W. 2 Miles; this Cape is the North Point of *Sacred Bay*, it is pretty high and steep, near to which is a very remarkable Rock, called the *Mewstone*, like the *Mewstone* in *Plymouth Sound*; to the Southward of the *Mewstone* is a small Cove, where a Vessel may lie in Safety.

From *Cape Onion* to *Burnt Cape*, the Course is W. S. W. Distance 5 Miles; the Shore between them is bold, and of a moderate Height; *Burnt Cape* appears white, and rises gradually from the Sea to a tolerable Height: On the East Side of the Cape lies the Entrance to the Bay *Ha Ha*, which runs in S. S. W. 2 Miles; when within *Burnt Cape*, you may anchor in six or seven Fathom, open only to N. Winds; or you may run up into the Harbour, where you lie land-locked in 3 Fathom. Here is good Conveniencies for Fishing-Ships, and Plenty of Wood for their Use. *Cape Norman*, from *Burnt Cape* bears N. W. by W. 7 Miles. Between them is the Bay of *Pistolet*, which runs in S. S. W. and extends several Miles every Way, with anchoring in most Parts of it, particularly on the West-side, a little above the Islands, which lie on the same Side in 5 Fathom Water. The Shore about this Bay is tolerably well covered with Wood, Boats frequently come here for Wood from *Quirpon*.

This is a small Harbour within the Islands, at the N. W. Part of *Pistolet Bay*, and 2 Miles to the S. E. of *Cape Norman*; to sail into it, you must take Care and give the *Norman Ledges* which lie E. N. E. 1 Mile off the North Point, a

good Birth. In going along Shore, the Mark to keep without these Ledges is, to keep all the Land of *Burnt Cape* open without the outermost Rocks, which lie on the South Side of the Entrance to this Harbour; if you are going in, as soon as you judge yourself to be to the Southward of the *Norman* Ledges you must steer in for the Harbour, leaving the Islands on your Larboard-side; you must keep the South Shore close on board, for fear of a Ledge of Rocks which spits out from a small rocky Island, on the other Side; as soon as you are within that Island, you must haul over for the North Shore, and anchor in 4 or 5 Fathom Water. In this Harbour might be made several very convenient Fishing-Rooms, and in the Coves between it and *Cape Norman* might be built Stages for the Boats to resort to, and to cure Fish.

Cape Norman.

*Cape Norman* is the Northernmost Point of Land in *Newfoundland*, lies in the Latitude of 51 Deg. 38 Min. 23 Sec. North, it is of a moderate and even Height, and a barren Rock for some Miles in the Country. From *Cape Norman* a W. S. W. Course, between 9 and 10 Leagues, will carry you a League without *Green Island*; all the Shore between them is bold, and of a moderate and equal Height for several Miles into the Country; but a good way inland is a Chain of high Mountains, lying parallel with the Coast. Between 3 and 4 Miles to the Westward of the Cape is a Cove, wherein small Vessels and Boats may lie very secure from all Winds, except N. E.; from this Place to *Green Island* there is no Shelter on the Coast. In turning between *Cape Norman* and *Green Island* in the Night, or Foggy Weather, you may stand in for the Land with great Safety, into 25 Fathom Water, until you are nearly the Length of *Green Island*; you will then have that Depth of Water very near the Shore, and likewise on the outside of the Island itself.

Point Harbour.

Green Island.

This Island lies three Quarters of a Mile from the Main, is two thirds of a Mile in Length, very low, narrow, and agreeable in Colour to the Name it bears; from the East End stretches out a Ledge of Rocks, three Quarters of a Mile to the Eastward, whereon the Sea breaks in bad Weather. The Channel between the Island and the Main, wherein is 4 and 5 Fathom Water, is very safe, and where vessels may anchor, if they find Occasion: The only Winds that can make a Sea here, are from the W. S. W. and E. N. E.; to go in from the Westward, keep the Point of the Island on board for the deepest Water, which is 4 Fathom, and going in from the Eastward, keep the Main on board. The Distance from this Island to the opposite Part of the Coast of *Labradore*, called *Castles*, or *Red Cliff*, doth not exceed 3 Leagues and an half; they bear from each other N. W. and S. E. and is the narrowest Part of the Streights of *Bel Isle*.

Courses from Green Island to Ferrolle Point.

From *Green Island* to *Flower Ledge* (which lies near half a League from the Shore) a W. S. W. Course 3 Leagues will carry you half a League without the Ledge; from *Flower Ledge* to the Bay of *St. Barbe*, the Course is S. S. W. 5 Miles, and to Point *Ferolle* S. W.  $\frac{1}{2}$  S. 7 Leagues. Five Miles to the West-

Sandy Bay.

ward of *Green Island* is *Sandy Bay*, wherein small Vessels might ride in 3 and 4 Fathom Water, with Southerly and S. W. Winds. Between *Green Island* and *Sandy Bay* is *Double Ledge*, which stretches off from the Shore near half a Mile, whereon is 8 and 9 Feet Water.

Double Ledge.

Savage, Mistaken, and Nameless Coves.

*Savage Cove*, which is 2 Miles to the Westward of *Sandy Bay*, is small, will admit only small Vessels and Boats, in the Mouth of which is a small low Island; the Passage in (which is very narrow) is on the East-side of the Island, and you must anchor as soon as you are within it, in 2 and a half, and 2 Fathom

thom Water. One Mile to the Westward of this Cove is *Mistaken Cove*, which is something larger than *Savage Cove*, but not near so good, being shoal Water in every Part of it. *Nameless Cove* lies 1 Mile farther to the Westward, wherein is very shoal Water, and several sunken Rocks. One Mile right off from the East Point of this Cove lies *Flower Ledge*, Part of which just appears Flower at Low-water; you will have 10 Fathom Water close to the off Side of it. Ledge and Between it and *Mistaken Cove*, half a Mile from the Land, lies *Grenville Ledge*, Grenville whereon is 6 Feet Water. *Flower-Cove* (wherein is 2 Fathoms and a half Ledge. Flower Cove Water) lies just to the Southward of *Nameless Cove*; it may be known by some and Seal White rocky Islands called *Seal-Islands*, lying a little to the Westward of it; Islands. you must not come too near the outermost of these Islands, for fear of some sunken Rocks near it. A little within the Entrance lies a Rock above Water, and a Channel on each Side of it: This Cove lies in East, as doth *Nameless-Cove*, and you must mind not to mistake one for the other. Between *Seal-Islands* and the Main is a Passage for Boats, and Conveniencies for a Seal Fishery.

From *Seal-Islands* to *Anchor-Point*, which is the East Point of the Bay of *St. Anchor Barbe*, the Course is S. W. by S. 1 League; there is no Danger but what lies Point. very near the Shore, until you are the Length of the Point, where lies a rocky Island, from which stretches out a Ledge of Rocks S. S. W. one third of a Mile, which you must be mindful of in going in or out of the Bay of *St. Barbe*. A little within *Anchor-Point* is *Anchor Cove*, wherein is 3 Fathom Water; it is so Anchor very small that there is no Room in it to bring a Ship up, unless it be little Cove. Wind or Calm; the safest way is to Anchor without and warp in; there is Room in it for one Ship, and is a very snug and convenient Place for one Fishing Ship and for a Seal Fishery.

The Bay of *St. Barbe* lies between *Anchor-Point* and *St. Barbe-Point*, which Bay *St. Barbe*. is the S. W. Point of the Bay; they lay from each other S. by E. and N. by W. half a League; it lies in S. E. about 2 Miles from *Anchor-Point*. To sail into the Bottom of the Bay or Harbour, you must give *Anchor-Point* a good Birth, and all the East-side of the Bay, to avoid the sunken Rocks, which lay along that Shore; the Bay will not appear to be of any Depth, and you must be well in before you can discover the Entrance into the Harbour, which is but narrow; you must then steer in S. S. E. keeping in the Middle of the Channel, and Anchor as soon as you are within the two Points, in a small Cove on the West-side in 5 Fathom Water; the Bottom is Sand and Mud, and you lay Landlocked. Near this Place branches out two Arms or Rivers; one called the South and the other the East; in the East River is 3 Fathom Water a good way up, but the other is Shoal; in these Rivers are plenty of Salmon; and their Banks are stored with various Sorts of Wood. Between the S. W. Point of the Bay, and West Point of the Harbour is a Cove, wherein are sunken Rocks, which stretcheth off a little without the Line of the two Points; in the open Bay is 7, 8, and 9 Fathom Water, but no safe Anchorage, because of the N. W. and W. Winds, which blow right in, and cause a very great Sea.

About 1 League to the S. W. of the Bay of *St. Barbe* lies the Bay *St. Geneve*. Bay *St. Geneve*. *veive*; in and before this Bay lie several small Islands, two only of which are of any considerable extent; the Northernmost of these two which is the largest, called *Current-Island*, is of a moderate height, and when you are to the N. E. of it, the West Point will appear bluff, but is not high; if to the Westward it will

will appear flat, and white like Stone Beach; near half a Mile S. W. by S. from this Point is a Shoal, upon which is 3 Fathom Water; the other Island (called the *Gooseberry-Island*) lying to the Southward and within *Current-Island*, hath a Cross on the S. W. Point of it, from which Point stretches out a Ledge of Rocks, near half a Mile to the Southward; on the South Point of this Ledge is a Rock that just covers at High water; the best Channel into the Bay is to the Southward of these Islands, between the Rocks above-mentioned and a small Island lying South from it, (which Island lies near the South-Shore) this Channel is very narrow, and hath not less than 5 Fathom at Low-water in it, the Course is in F. by N. before you come the Length of the afore-mentioned Rock, you must be careful not to approach too near the S. W. end of *Gooseberry-Island*, nor yet to the Main, but keep nearly in the Middle between both; if you get out of the Channel on either Side, you will immediately fall into 3 and 2 Fathom Water, as soon as you are within the small Island above-mentioned, you must haul to the Southward, and bring *St. Genevieve-Head* (which is the S. W. Point of the Bay) between the small Island and the Main, in Order to avoid the middle Bank, you may either Anchor behind the small Island, in 5 and 6 Fathom Water, or steer over with the said Mark into the Middle of the Bay, and Anchor with the S. W. Arm open in 7 and 8 Fathom Water; it is very good Anchoring in most Parts of the Bay, and pretty Convenient for Wooding and Watering; the snugest Place is in the S. W. Arm, the Channel going into which is narrow, and 4 Fathom deep, There is a Channel into the Bay between *Current-Island* and *Gooseberry-Island*; wherein is not less than 3 Fathom Water, it is but narrow and lies close to the N. E. end of *Gooseberry-Island*; there also is a Channel for Boats to the Eastward of all the Islands. The middle Bank is a Shoal lying in the Middle of the Bay, that nearly dries at Low-water, it is pretty large and hath not less than 4 Fathom Water all round it.

Four Miles to the Westward of the Bay of *St. Genevieve* is the Harbour of Old Ferolle. *Old Ferolle*, which is a very good and safe Harbour, formed by an Island called *Ferolle-Island*, lying parallel with the Shore. The best Passage into this Harbour is at the S. W. end of the Island, passing to the Southward of a small Island in the Entrance, which Island is very bold too: When you are within this Island you must haul up N. E. and anchor behind the S. W. end of *Ferolle-Island* in 8 and 9 Fathom Water, where you lie Land-lock'd in good Ground; you may also anchor any where along the Inside of the said Island, and find a good Channel up to the N. E. end thereof, where there is an exceeding good Place for Fishing Ships to lie in like a Basin, in 5 and 6 Fathom Water, torried by three Islands lying at the N. E. end of *Ferolle-Island*; there is also a narrow Channel into this Place from the Sea of 2 Fathom at Low-water, between the Northernmost of these Islands and the Main; here is convenient Places for many Fishing Ships, and plenty of Wood and Water; on the outside of these Islands are some Ledges of Rocks a small Distance off.

*Dog-Island*. From the S. W. end of *Ferolle-Island* to *Dog-Island* is W. S. W. between 4 and 5 Miles; *Dog-Island* is only divided from the Main at High-water, is much higher than any Land near it, which makes it appear when you are a good way to the Eastward to be some Distance from the Main.

Bay of St. Margaret. From *Dog-Island* to *Point Ferolle* is W. S. W. 3 Miles; between them is the Bay of *St. Margaret*, which is large and spacious, with several Arms and Islands in the Bottom of it, abounding with great Plenty of Timber of the Spruce and

Fir

Fir kind, and watered by small Rivers; it affords good Anchorage in many Parts of it, particularly on the West-side which is the best Place, as being the clearest of Danger, and most convenient for Wood and Water.

Between *St. Margaret's Bay* and *Point Ferolle*, is a small Bay called *New Ferolle*. *Ferolle*, which lies in S. S. W. about 1 Mile, and is quite flat all over, having not quite 3 Fathom in any Part of it, and in some Places not more than 2, and open to the N. E. Winds; there is a Stage on each Side of the Bay, and Room for as many more.

*Point Ferolle* is situated in Latitude  $51^{\circ} 02'$  North, is 2 Miles in Length, *Point Ferolle*, of a moderate Height, and join to the Main by a low Neck of Land, which divides *New Ferolle Bay* from the Bay of *St. John's*, which makes it appear like an Island, at a Distance; all the North-side of the Point is very bold too, having 20 Fathom Water very near it; but from the S. W. Part stretches out a Ledge of Rocks into the Bay of *St. John's*.

This Part of the Coast may be easily known by a long Table-Mountain, in the Country above the Bay of *St. John's* the West-end of this Mountain, from the Middle of the *Point Ferolle* bears S. by E. and the East-end S.  $59^{\circ} 30'$  E.

In turning between *Green-Island* and *Point Ferolle*, you ought not to stand nearer the Shore (until you are to the Westward of *Flover Ledge*) than half a League, unless well acquainted; you will have for the most Part at that Distance off 20 and 24 Fathom Water; after you are above the Ledges, that is, to the Westward of them, the Shore is much bolder, but the Soundings not quite so regular; you will have in some Places 15 and 16 Fathom Water close to the Shore, and in others not above that Depth 2 Miles off; the Land between *Green-Island* and *St. Barbe*, next the Sea, is very low and in some Places woody. The Land between the Bay of *St. Barbe* and *Point Ferolle*, is higher and hilly, the most Part covered with Wood, and watered with Numbers of Ponds and small Rivers.

In the Harbour of *Griguet*, *Quirpon*, and *Nody Harbour*, it flows Full and Change about E. by N. in the Bay of *Pistatet*, and Places adjacent E. by S.

In all which Places it flows up and down, or upon a Perpendicular; Spring-Tides 5 Feet and Nip-Tides 3 Feet.

At *Green-Island* S. E. Bay *St. Barbe*, and Bay *St. Genevieve* S. S. E. *Old and New Ferolle* about S. by E.

In all which Places it flows up and down, or upon a Perpendicular; Spring-Tides 7 Feet, and Nip-Tides 4 Feet.

Before *Quirpon* in settled Weather, the Tide or Current sets to the Southward nine Hours out of twelve, and stronger than the other Stream; in the *Straights* the Flood in the Offing sets to the Westward two Hours after it is high Water by the Shore, but this Stream is subject to Alterations in blowing Weather.

On the Coast of *Labradore*, a little way in-land from *Labradore Harbour*, *Our Ladies* or Bay *Phillipeaux*, is a very remarkable Mountain, forming at the Top three round Hills called our *Ladies Bubbies*. This Mountain bears from the Bay of *St. Barbe* N. W. a quarter N. from the Bay of *St. Genevieve* N.  $30^{\circ}$  W. and from *Deg-Island* N.  $14^{\circ} 45'$  West.

*Bell Isle* which lies at the Entrance of the *Straights*, to which it gives Name, is about 7 Leagues in circuit and pretty high; on the N. W. Side of it is a very small Harbour fit for small Craft, called *Lark-Harbour* within a little Island

Island that lies close to the Shore; and at the East Point of the Island is a small Cove, that will only admit Fishing-Shallops; 2 Miles N. by E. from this Point lies a Ledge of Rocks, part of which appears above Water, and on which the Sea always breaks very high, you will have 20 Fathom close to this Ledge, and 55 Fathom between it and the Island; all about this Island is irregular Soundings, but you will not find less than 20 Fathom home to the Island, excepting on a small Bank lying N. W. 4 Miles from the N. E. end, whercon its said is only 5 Fathom.

**Red Bay.** *Red-Bay* on the Coast of *Labradore*, about 8 Leagues to the Westward of *Chateaux* is an exceeding good Harbour, with excellent Conveniencies for the Fishery.

**York or Chateaux Bay on the Coast of Labradore.** *York or Chateaux Bay* on the Coast of *Labradore*, lies W. N. W. a quarter W. 5 Leagues and a half from the West-end of *Bell Isle*, and N. W. half N. 8 Leagues and a half from the Island of *Quirpon*. In crossing the Straights from *Quirpon* to *Chateaux Bay*, it is advisible to fall in with the Coast, a little to the W. ward of the Bay, unless the Wind be E. erly and clear Weather, as there is not the least Danger to the W. ward, but to the E. ward are several low rocky Islands. This Bay may be known by two very remarkable rocky Hills on *Castle* and *Henley* Islands, which Islands lie in the Mouth of the Bay, those Hills are flat at top, and the steep Cliffs, round them have something the Resemblance of Castle Walls; but as these Hills are not distinguishable at a Distance, because of the high Land on the Main within them, the best Marks for knowing the Bay, when in the Offing, is as follows; all the Land to the Westward of it is high, of a uniform even Figure, terminating at the West-side of the Bay with a conspicuous Nob, or Hillcock; about *Chateaux Bay*, and to the Eastward of it is hilly, broken Land, with many Islands along Shore, but there is no Islands to the Westward of it; to sail into the Bay you leave both the Islands, on which stand the two Castle Hills on the Starboard-side; and for large Ships to keep clear of all Danger, they must keep *Point Grenville* (which Point is known by a Beacon upon it) on with the West Point of *Henley* Island, which Point is a smooth black Rock, and may be known by a small black Rock just above Water, about a Cable's Length without it) until you are abreast of the East Point of *Whale* Island; then to avoid the middle Rock, on which is only 9 Feet, and which lies nearly in the Middle between the East Point of *Whale* Island, and the said black Point of *Henley* Island; you must haul over either close to the little black Rock, lying off the said Point of *Henley* Island, or else borrow on the *Whale* Island, but not too near it, it being flat a little way off; when you are so far in as to open the narrow Passage into *Temple Bay*, in order to sail up into *Pitt's Harbour*; haul to the Westward, until you bring the outer Point of *Castle* Island a little open with *Whale* Island; that Mark will lead you up into *Pitt's Harbour*, which is large and spacious, with a good Bottom in every Part of it, and covered from all Winds; you lie in 10 or 14 Fathom; here is excellent Conveniencies for the Fishery, and Plenty of Timber at Hand; formerly Ships from *France* carried on a most valuable Fishery at this Place for Whale, Cod and Seals. There is a good, though narrow Passage into the Northward of *Henley* Island, through which you carry 3 Fathom and a half Water; 1 Mile to the Eastward of *Henley* Islands lies *Seal* Islands, from them to *Duck* Island is 3 Miles and a half; between *Seal* Islands and *Duck* Island is *Bad Bay*, which is open to the Easterly Winds, and full of Rocks, some above and some under Water.

**Bad Bay.**

Crossing

Crossing the *Streights* from *Quirpon* to *Chateaux*, you will meet irregular Soundings. Soundings from 20 to 30 Fathom on the *Newfoundland* Side, and in Places near the Shore, you will have 30 to 40 Fathom; in the Middle of the *Streights* in the Stream of *Bell Isle*, is from 20 to 30 Fathom, and between that and *Chateaux Bay* from 45 to 80 Fathom; within a Mile of the Coast of *Labradore*, to the Westward of *Chateaux Bay*, you will have 25, 30, and 25 Fathom; further up the *Streights*, as far as *Cape Norman* and *Green Island*, you will have 40 and 45 Fathom in the Middle, less towards *Newfoundland*, and more towards the Coast of *Labradore*.

About 7 Miles to the Eastward of *Seal Islands* is *St. Peter's Islands*, a Part of *St. Peter's Bay* open only to the S. E. Winds.

*Cape Charles* makes with a high Hill steep towards the Sea, and sloping in-land, so that when you are to the Westward of *Chateaux*, *Cape Charles* will make like an Island.

From *St. Peter's Islands* to *Cape Charles* the Course is N. E. half N. Distance near 4 Leagues; between them lies *Niger Sound*, which is an Inlet 2 Leagues deep, before which lies several Islands. You may pass to the Northward or Southward of any of those Islands into the Sound; the Course is N. W. the best Anchorage is on the North side in 9 Fathom Water.

From *Cape Charles* to the *Battle Islands* (which are the outermost of the *Caribou and Battle Islands*) the Course is N. by E. half E. 4 Miles, and from the Northernmost of the *Battle Islands* to *Point Lewis* is N. N. W.  $\frac{1}{2}$  W. 5 Miles; between the *Battle Islands* and the great *Caribou* Island is a good Harbour for small Vessels; the South Entrance is very narrow and hath only three Fathom Water; this Entrance is not easily distinguished by reason of a small Island before it; the North Entrance is much wider passing to the Westward of the three small Northernmost of the *Battle Islands*; you may anchor from 5 to 10 Fathom Water. This Place is much resorted to by the Savages, and is by them named *Ca-tuc to*. And *Cape Charles* they call *Akegaucbealeuc*.

Between the *Caribou* Islands and *Cape Lewis* lies *St. Lewis's Bay*, in which are many Islands and Inlets which have not yet been examined. *St. Lewis Bay.*

From the North-Part of *Cape Lewis* at a quarter of a Mile from the Shore are two flat Rocks, and also several funken Rocks, all which are within that Distance from the Shore; round this Point is the Entrance of a small Cove running in S. S. W. half a Mile, named *Deep Water Creek*, but very narrow and hath from 20 to 40 Fathom Water in it. *Deep Water Creek.*

From the North Part of *Point Lewis* to the South Head of *Petty Harbour* Bay, the Course is North 1 Mile and a half; it is a high bold Shore; from the South Head to the North Head of this Bay the Course is N.  $\frac{1}{2}$  E. 1 Mile and half; this Bay runs up W. N. W. 1 Mile; in it is 20 to 40 Fathom Water. At the Bottom of it is *Petty Harbour*; the Entrance is to the Northward of a low Point of Land which shuts the Harbour in from this Sea, so as not to be seen till very near it; the Entrance is very narrow, it is not above 50 Fathom broad, there is 5 Fathom in the Middle, and 3 Fathom close to the Sides; the narrow Part is but short, and after you are within the Entrance the Harbour becomes wide, running up W. by N. a Mile and half, and a third of a Mile broad, wherein Ships may anchor in any Part from 12 to 7 Fathom, and

and lie intirely Land-locked. From the North Head of *Petty Harbour Bay* to Point *Spear* the Courfe is N. half E.  $2\frac{1}{4}$  Miles; betwixt them is *Barren Bay* and *Spear Harbour*; *Carren Bay* is to the Northward of the North Head of *Petty Harbour Bay*, in it is no Shelter.

Spear Har-  
bour.

*Spear Harbour* is to the Southward of *Spear Point*, this is a very good Harbour; coming from the Northward about Point *Spear*, you will open two Islands in the Bottom of a small Bay; the best Passage in, is betwixt the two Islands, and to keep the North Island close on Board, there is 4 Fathom along side of it, after you are half a Cable's Length within the Islands steer for the Middle of the Harbour, and anchor in 7 or 8 Fathom, there is good Room to moor; small Vessels may go on either Side of the Islands; there is 2 Fathom at low Water; but observe in coming from the Southward, you will only distinguish one Island, for the Northermost Island will be shut in under the Land fo as not to be discerned till you get within the Heads.

Three Har-  
bours.

From Point *Spear* to the Entrance of the *Three Harbours* the Courfe is W N. W. about 3 Miles between them there are several small high Islands laying within half a Mile of the Shore called *Spear Islands*; they are all bold too, and there is 20 Fathom within them, N. N. E.  $\frac{1}{4}$  E. from the S. E. Head of the Entrance of the 3 Harbours, lies two small Islands close together, called *Double Island*, about as high as they are broad; and about half a Cable's Length to the Eastward of them Islands are 2 funken Rocks, on which the Sea breaks in bad Weather. Nearly in the Middle of the Entrance of the *Three Harbours* lies 2 Islands close together, which mostly appear as one Island by being so close together; they are steep too; Ships may pass on either side of them in 12 and 14 Fathom, and anchor within them in *Queen Road* in 16 Fathom; by the S. E. end of the Islands is the widest Passage, and room for Ships to work in or out.

Sophia Har-  
bour.

The first and Southermost Harbour within *Queen Road* is *Sophia Harbour*; it runs up S. by E. 1 Mile and half, and has from 15 to 10 Fathom Water for that Distance; then it tends away round a low Point to the Eastward, and becomes a Mile broad; but thence is very shoal Water, and only fit for small Vessels.

Port Char-  
lotte.

*Port Charlotte* is the middle Harbour, and a very good one for any Ships; there is a low flat Island on the Starboard-Side of the Entrance, and from this Island runs a Reef of Rocks a third of the Channel over to the South side, to avoid which keep the South side nearest on board, for it is steep too, having 9 Fathom close to the Shore, therefore keep the South side nearest till you are a quarter of a Mile within the Entrance, then you may anchor in any Part of the Harbour betwixt 12 and 17 Fathom, only giving the Starboard-side a Birth of half a Cable's Length to avoid a small Reef that lays along that Side.

Meklen-  
burg Har-  
bour.

*Mecklinburg Harbour* is the Northermost of the three, and lies up N. W. half W. and W. N. W. 2 Miles; in the lower Part of this Harbour is 20 Fathom, but in the upper Part is no more than 12 Fathom room for Ships to moor; to sail up to the Head keep the Larboard-side nearest, to avoid the Edge of Rocks that lay along the Starboard-side about 30 Fathom from the Shore. These Rocks lay within the narrowest Part of the Harbour, and above the low Point on the Starboard side; the best Anchorage is at the Head of the Harbour.

St. Francis  
or Alexes  
River.

From the Islands at the Entrance of the *Three Harbours* to Cape *St. Francis*, the Courfe is N. half E. about 5 Miles; between them is the Entrance into

St.

*St. Francis* or *Alexis* River, betwixt 2 low Points about a Mile across; this River runs up about 10 Leagues, where the Water is fresh and a very strong Tide; in it are many Bays, Harbours and Islands; the first Part of this River runs up W. N. W. 3 Miles and a half. There are 4 Islands within the Entrance, 2 of which are on the Larboard-side, and further up 2 on the Starboard side; the outermost Island on the Larboard-side, which is about a Mile within the Entrance, is a high round Island in the Shape of a Sugar-Loaf with the top Part cut off; and is a very good Mark to sail in by; there is a Ledge of Rocks about half a Cable's Length from the S. E. Point of the Entrance; and E. S. E. half a Mile from the said Point there is a flat Rock always above Water, with a Ledge of sunken Rocks half a Cable's Length to the N. E. from it; and half a Mile without this flat Rock, on the same Line with the Point, there is another flat Island with a Ledge of sunken Rocks a Cable Length to the N. E. from it; in sailing into this River, to avoid these Ledges, keep to the Northward of the flat Islands till you bring the *Sugar-Loaf* Island, which is within the River, a third of the Channel over from the S. E. Point; that Mark will keep you clear of the Ledges; and to the Northward of them, you may either sail or work in, taking Care not to shut the *Sugar-Loaf* Island in with the N. W. Point, and bring it no nearer the S. E. Point than a third of the Breadth of the Channel; after being within the Points, there is no Danger but what is to be seen; there is Anchorage within the 2 Islands on the Larboard-side in 12 and 14 Fathom, but you will lay open to the N. E. the best Place to anchor within the first Part of the River, is in *Ship's Harbour*, which is on the Larboard-side about 2 Miles and a half from the Entrance where the Course into it is S. S. W. 1 Mile and a half; at the Entrance it is  $\frac{1}{2}$  of a Mile broad, at the Head it is broader; there is 12 and 15 Fathom Water, and good Anchorage in security against all Winds; at 3 Miles and a half from the Entrance the Course of the River is W. by S. 7 Miles, in the Middle of it are several great and small Islands: Sailing up along the South side of the Islands there is no Danger, and not less than 40 or 50 Fathom Water, but on the Starboard or North side of the Islands there is much less Water, and Anchorage all the Way up in 12 and 17 Fathom. The Course up the third Part of the River is W. S. W. 4 Miles; here is only two Islands on the Larboard or South side of which is very good Anchoring in 12 Fathom; on the North side is 30 Fathom Water; the Land about here is very high and well covered with Wood; here the Water is fresh, and 7 Miles further up is a Barr, on which there is not above 3 Feet at low Water, the River above that Barr runs W. and W. N. W. 6 Miles, but the Head of it is not yet known; by the rapid Stream probably it comes from great Lakes afar off.

One Mile to the Northward of *St. Frances* River there is a Harbour called *Merchant-man's* Harbour; betwixt the River and this Harbour there are 2 or 3 sunken Rocks laying a Cable's Length off from the second Point from the River; there is no Danger in sailing into this Harbour; it runs in first W. N. W. and then W. about a Mile, it is 2 Cable Lengths wide at the Entrance, and 3 at the Head of it, where Ships may anchor in 12 Fathom Water.

To the Northward of this Harbour, round a small Point, there is an Inlet which runs up W. N. W. 5 Miles, where it turns to the Southward into *St. Francis* River; it is about one third of a Mile broad at the Entrance, and continues the same breadth about 2 Miles up, and then becomes very broad, with an Island in the Middle shaped not unlike a Leg; there is no Danger in this

- this Inlet but what appears above Water; along the South side of *Leg* Island there is Anchorage in 12 or 13 Fathom. At about 3 Miles and a half within the Entrance, the lower Part of *Leg* Island forms 3 very good Harbours, with 7 and 12 Fathom Water in them: on the North side of *Leg* Island there is a large Space about a Mile broad and 2 Miles long, in it is from 60 to 80 Fathom Water; from which to the N. W. is a Passage into *Gilbert's* River, which runs up from thence W. N. W. 6 Miles, and is about half a Mile broad, and from 50 to 60 Fathom Water in it; then *Gilbert's* River divides into two Branches, one to the W. N. W. 7 or 8 Miles, the other S. S. W. 6 Miles, the Head of which is within a Mile of *St. Frances* River; both these Branches are full of small Islands, Rocks and Shoals on each Side, but in the Middle is good Anchorage all the way up from 10 to 20 Fathom; this River has also a Passage out to Sea to the Northward of Cape *St. Francis*, between *Hare* Island and *Fishing* Islands; from *St. Frances* Island to the North end of *Hare* Island is W. N. W. 2 Miles and a half; within *Hare* Island there is a small Harbour, to fall into it you must pass round the North end of *Hare* Island, there is from 12 to 5 Fathom Water within this Harbour, and no Shoals in it; but the best Harbour hereabouts is *Fishing Ship* Harbour, which is formed by 3 Islands laying along the Shore a Mile to the Northward of *Hare* Island; the best Passage into it is betwixt the 2 Westernmost Islands, that Entrance bears from *Hare* Island N. W. There is no Danger in this Passage; Ships may sail right in N. W. up to the Head of the Harbour, and anchor in 12 Fathom; there is good Room for any Ships to moor; there are two other Passages to this Harbour, one to the Westward from the Entrance of *Gilbert's* River, the other to the Eastward passing to the Northward of all the *Fishing* Islands, and hath 7 Fathom through, but this is a very narrow Passage and difficult for those not acquainted. From the Northernmost *Fishing* Island to Cape *St. Michael* the Course is N. by W.  $\frac{1}{4}$  W. Distance 6 Miles; this Part of the Coast is bold too and very high Land.
- Occasional Harbour.** Two Miles to the Southward of Cape *St. Michael* lies *Occasional* Harbour, which may be easily known by two large Rocks called *Twin* Rock, which lies about two thirds of a Mile without the Entrance, they lay close together, Ships may pass on either Side of them; the Entrance to this Harbour is betwixt 2 high Lands, and runs up S. W. about 2 Miles, then W. N. W. there is no Danger in this Harbour, both Sides are steep too; and about 2 Miles up there is good Anchorage in 7 and 10 Fathom; the Winds betwixt the high Land at the Entrance always sets right into the Harbour or right out.
- St. Michael's Bay.** From Cape *St. Michael's* to Cape *Bluff* the Course is N. by W. 4 Leagues; these 2 Capes forms the great Bay of *St. Michael*, which contains a great Number of Islands, Inlets, Rivers, &c. which are not yet known. Cape *Bluff* is a high bluff Land, and may be seen 15 or 16 Leagues; the best Place yet known for large Ships to anchor within *St. Michael's* Bay, is on the South side, that is, first keep Cape *St. Michael* Shore on Board, then keep along the South side of the first Island you meet with, which is called *Long* Island, till you come near as far as the West end of it, and there anchor from 12 to 20 Fathom; you will there lay Land-locked, and may work out again to Sea on either Side of *Long* Island. At the Entrance of this Bay is a large square Island, within which are many small Islands which form several Harbours.
- The Land from Cape *Bluff* to the Northward lies N. N. E. 5 or 6 Leagues, and makes in several high Points.

