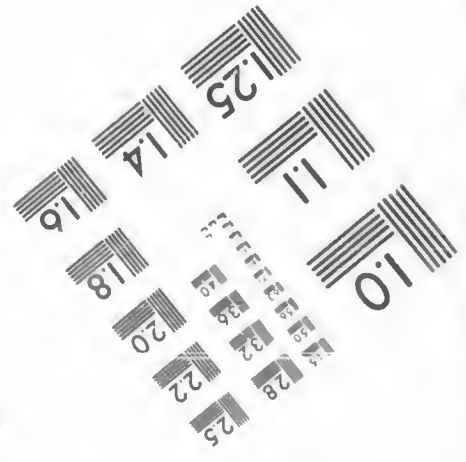
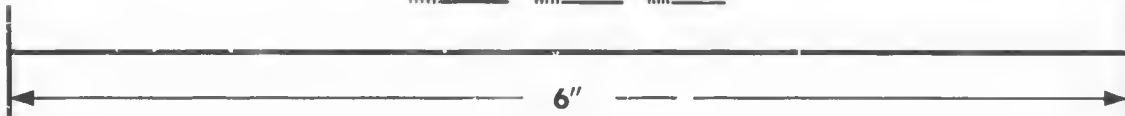
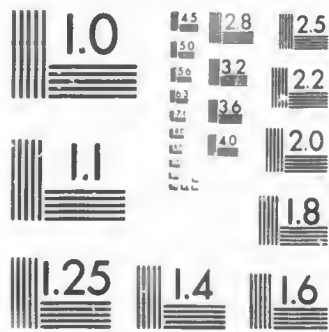


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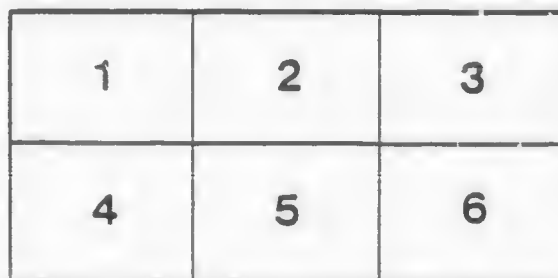
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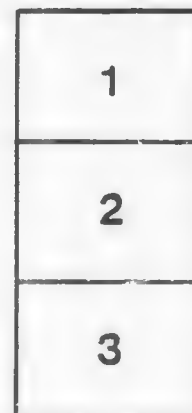
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1007/3/12

D I R E C T I O N S

For Navigating the

West - Coast of Newfoundland,

W I T H

A C H A R T thereof



And a particular ACCOUNT of the

Bays, Harbours, Rocks, Sands, Depths of Water, Latitudes, Bearings and Distances from Place to Place, the Flowing of the Tides, &c.

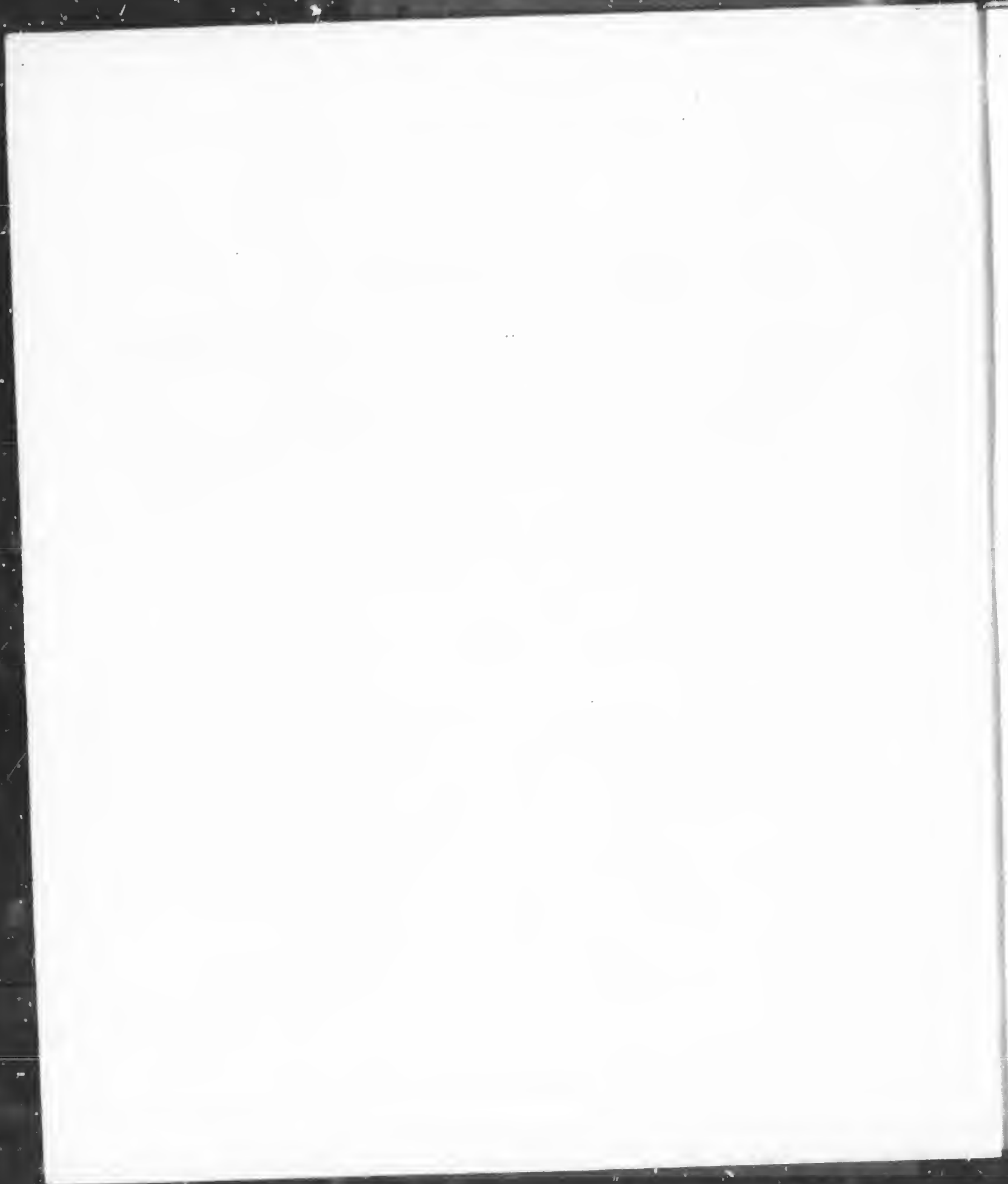
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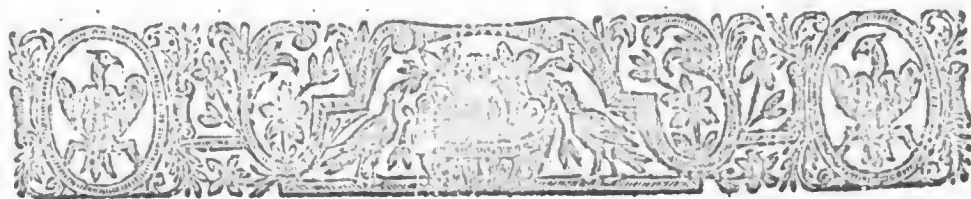
Commodore PALLISSER, Governor of *Newfoundland, Labradore, &c.*

By JAMES COOK,
Appointed by the Admiralty to Survey the Coast of *Newfoundland.*

L O N D O N :

Printed for the AUTHOR, and Sold by J. MOUNT and T. PAGE, on *Tower-Hill*; A. DURY, in *Duke's-Court*, near *St. Martin's Church*; and T. JEFFERY'S, the Corner of *St. Martin's-Lane*, and N. GILL, Naval Officer in *St. John's Newfoundland*, M,DCC,LXVIII.





D I R E C T I O N S

F O R

Navigating the West Coast of *NEWFOUNDLAND*,
with a *C H A R T* thereof.

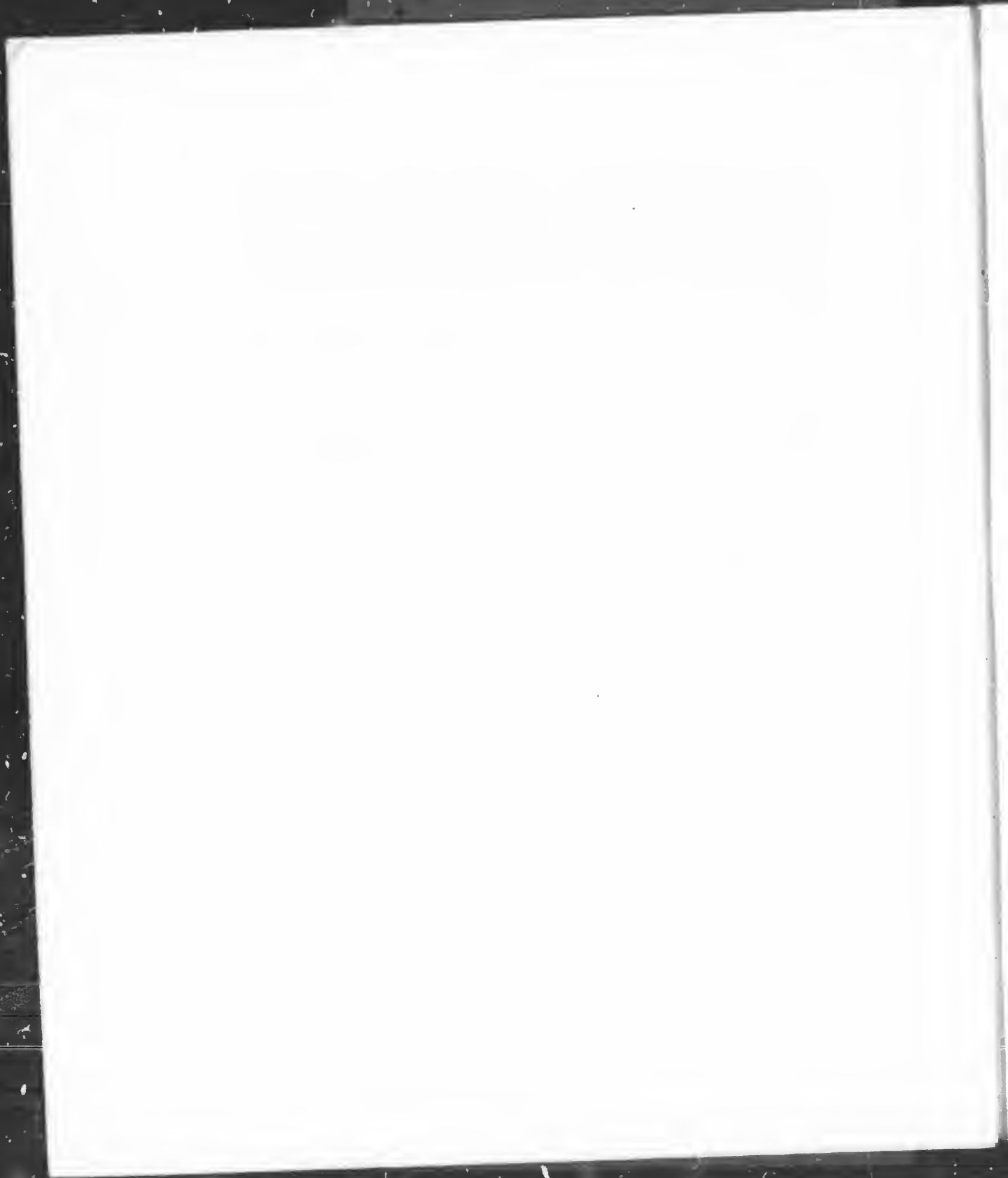
N. B. *All Bearings and Courses hereafter-mentioned, are the true Bearings and Courses, and not by Compass.*

CAPE *Anguille* lies 6 Leagues to the Northward of Cape *Ray*, N.E. by N. 17 Leagues, from the Island of *St. Paul*, and is in the Latitude of $47^{\circ} 55'$ North, it is high Land cover'd with Wood; 2 Miles to the Southward of this Cape lies the small Island and Harbour of *Cod-Ray* before described. From Cape *Anguille* to Cape *St. George*, the Course is N. $\frac{3}{4}$ E. distant 11 Leagues; these two Capes form the Bay of *St. George*, which lies in N.E. 18 Leagues from the former, and East 15 from the latter; at the Head of this Bay, on the South-side round a low Point of Land, is a very good Harbour wherein is good Anchorage in 8, 10, or 12 Fathom Water. In several Parts about this Harbour are convenient Places for Fishing Works, with large Beaches, and good Fishing Ground in the Bay, which early in the Spring abound with Fish, and formerly was much frequented; a very considerable River empties itself into the Head of this Bay, but it is not navigable for any thing but Boats, by Reason of a Bar a-crofs the Entrance, which lies exposed to the Westerly Winds. On the North-side of this Bay, before the *Isthmus* of *Port-a-Port*, is good Anchorage in 7 or 8 Fathom Water, with Northerly Winds; from off this Place stretches out a Fishing Bank two-thirds a-crofs the Bay, whereon is from 7 to 18 Fathom Water, a dark sandy Bottom.

Cape
Anguille.

Bay and Har-
bour of *St.*
George.

Cape



Cape St.
George and
Red Island.

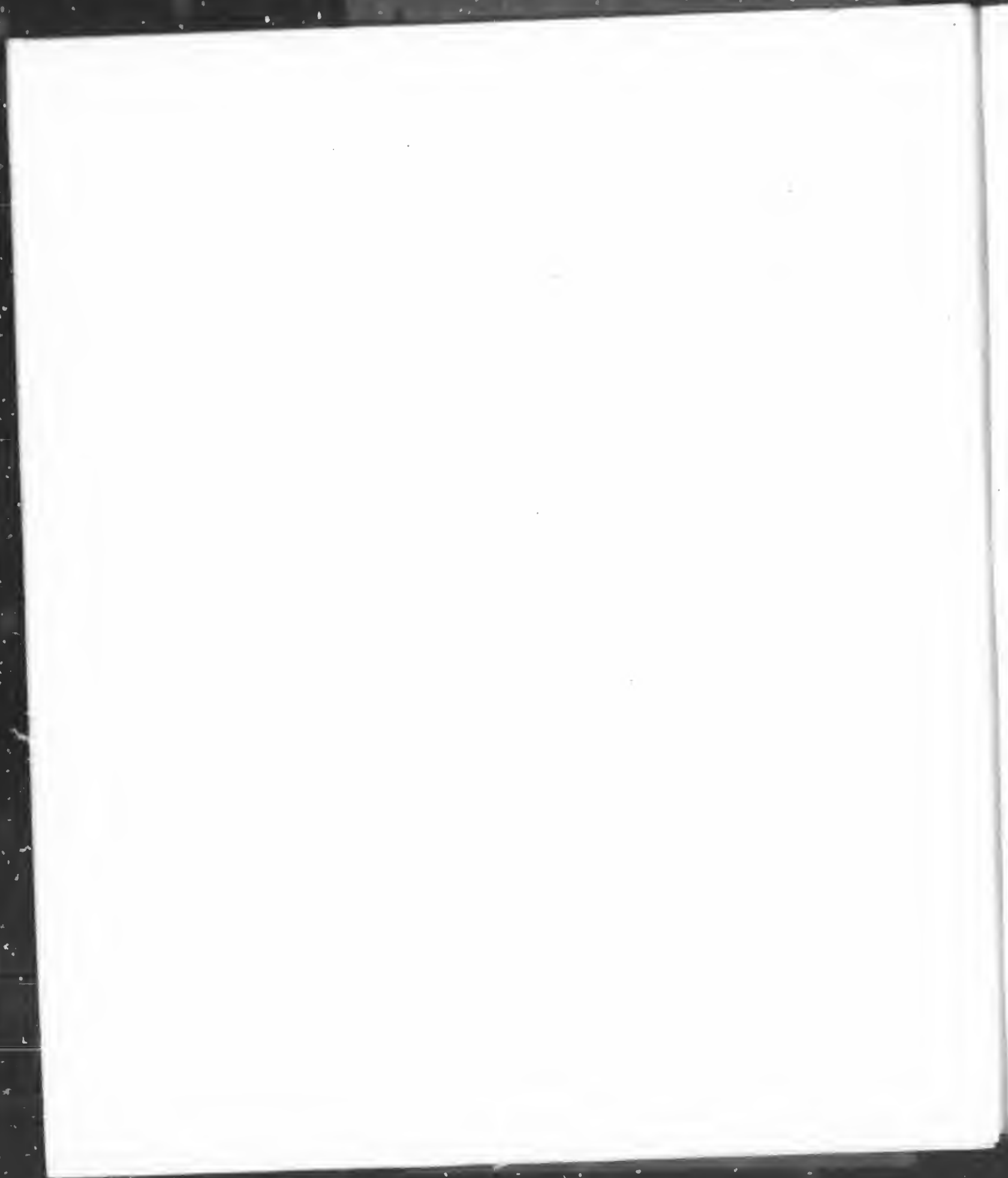
Cape St. George lies in the Latitude of 48d. 28m. it may be easily known, not only by its being the N. Point of the Bay of the same Name, but by the steep Clifts on the North Part of it, which rises perpendicular from the Sea to a considerable Height, and by *Red Island* which lies 5 Miles to the Northward of the Cape, and half a Mile from the Shore : This Island is about one League in Circuit, and tolerable high, and the steep Clifts round it are of a red- ish Colour. Under the N.E. end of the Island, and before a sandy Cove on the Main, which lies just to the Northward of the steep Clifts is Anchorage in 12 or 14 Fathom Water, you are there covered from the S.W. Winds by the Island, and from the Southerly and Easterly Winds by the Main, but there is no riding here with Northerly and N.W. Winds ; this Place formerly was much frequented by Fishers.

Courses along
Shore be-
tween Red
Island and
Point Rich.

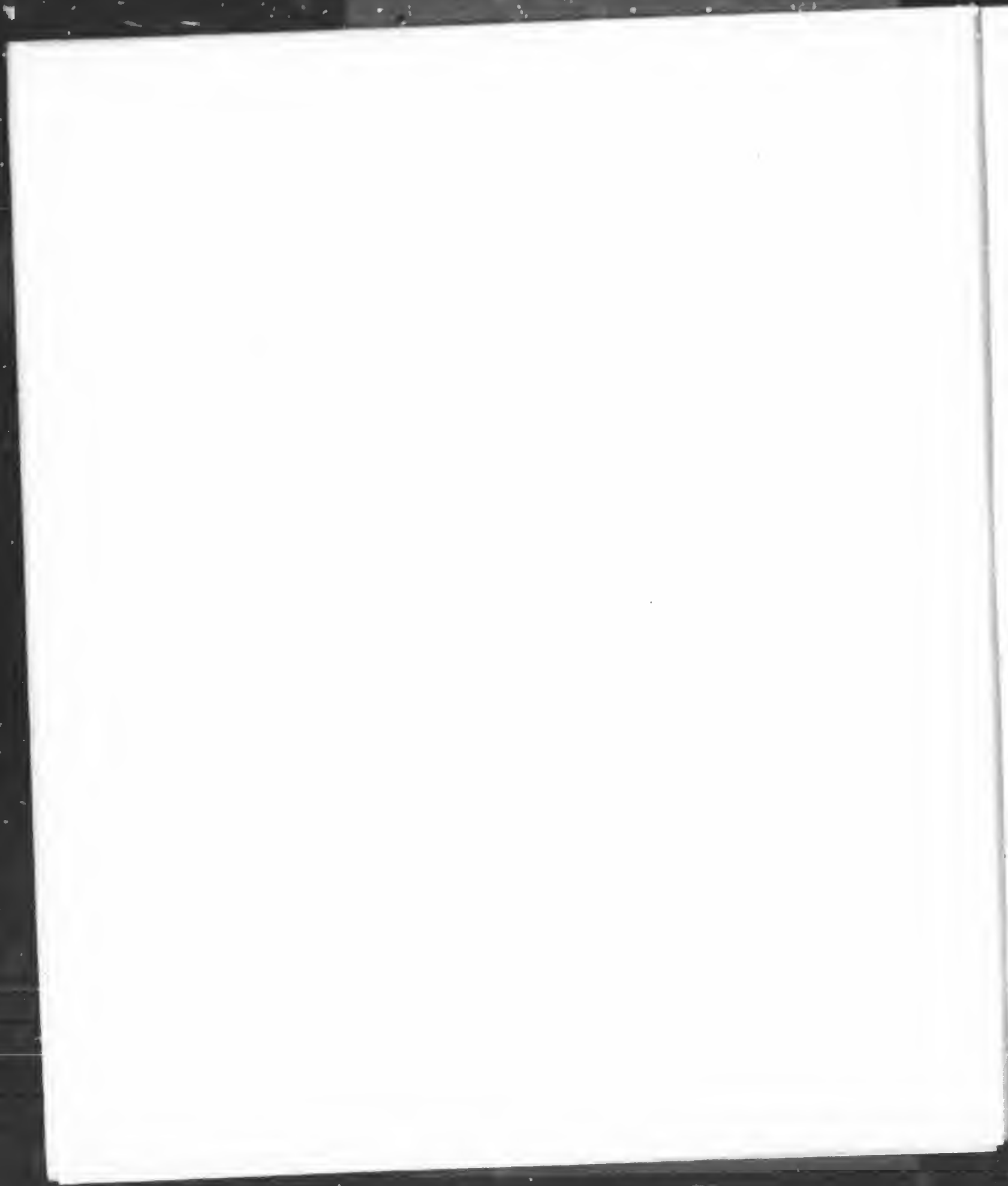
From *Red Island* to *Long Point*, at the Entrance into the Bay of *Port-a-Port*, the Course is N. 52d East, distant 7 Leagues and a half. From *Red Island* to *Guernsey Island* in the Mouth of the Bay of *Islands*, the Course is N.E. $\frac{3}{4}$ N. 15 Leagues and a half. From *Red Island* to Cape St. Gregory, the Course is N.E. $\frac{3}{4}$ N. 20 Leagues. From *Red Island* to the Bay of *Ingornachoix*, the Course is N.N.E. $\frac{3}{4}$ E. distant 48 Leagues ; and from *Red Island* to *Point Rich*, the Course is N. 29d. East, distant 48 Leagues and 2 Miles.

Bay of Port-
a-Port.

The Land between *Red Island*, and the Entrance into *Port-a-Port*, is of a Moderate Height, or rather low, with sandy Beaches, except one remarkable high Hillock (called *Round-head*,) close to the Shore, and is 2 Leagues to the N.E. of *Red Island* ; but up in the Country over *Port-a-Port*, are high Lands, and if you are 4 Leagues at Sea, you will not discern the *Long Point* of Land, which forms the Bay of *Port-a-Port* : This Bay is Capacious, being near 5 Miles broad at the Entrance, and lies into the Southward 4 Leagues, with good Anchorage in most Parts of it. The West Point of the Bay (called *Long Point*,) is a low rocky Point, from which stretches out a Reef of Rocks N.E. near 1 Mile ; S.E. by S. 4 Miles from *Long Point*, and half a League from the East Shore, lies *Fox Island*, which is small, but tolerable high, from the North End of this Island stretches out a Shoal near 2 Miles to the Northward, called *Foxes Tail* ; nearly in the Middle of the Bay, between the Island and the West-Shore, lies the Middle Ground, on one Place of which near the S.W. End is not above 3 or 4 Feet Water, at Low-Water ; at the Head of the Bay, is a low Point, called *Middle Point*, it stretching our into the Middle of the Bay ; from off this Point is a Shoal Spit, which extends near 2 Miles to the Northward, Part of which dries at Low-Water : From the Head of the East Bay over to the Bay of St. George, is little more than a quarter of a Mile, this *Isthmus* is very low with a Pond in the Middle of it, into which the Sea washes in Gales of Winds from the Southward at high Tides. On the East-side of the *Isthmus* is a tolerable high Mountain, which appears flat at Top, and rises directly from the *Isthmus*, on the North-side of this Mountain,



Mountain ; and about 5 Miles from the *Isthmus* is a conspicuous Valley or Hollow, which together with *Fox Island*, serves as a leading Mark for coming in and out of this Bay, as is hereafter described : Two Leagues to the N.E. from the Entrance of this Bay, and half a League from the Shore lies *Sbag Island*, which appears at a Distance like a high Rock, and is easy to be distinguished from the Main ; West 1 League from the *Sbag Island*, lies the Middle of *Long-Ledge* ; which is a narrow Ledge of Rocks stretching N.E. and S.W. 4 Miles, the N.E. Part of them are above Water ; the Channel into the Bay of *Port-a-Port*, between the S.W. End of this Ledge, and the Reef off the West Point of the Bay is 1 League wide. To sail into *Port-a-Port*, coming from the S.W. come not nearer the Pitch of the *Long-Point* of the Bay, then 1 Mile and a half, or haul not in for the Bay, until you have brought the Valley in the Side of the Mountain before mentioned, (which is on the East-side of the *Isthmus*) over the East-end of *Fox Island*, or to the Eastward of it, which will then bear S.S. E. $\frac{1}{2}$ E. you will be then clear of the *Long-Point* Reef, and may haul into the Bay with Safety ; coming from the N.E. and without the *Long Ledge*, or turning into the Bay in order to keep clear of the S.W. Point of the *Long Ledge*, bring the *Isthmus* or the Foot of the Mountain, (which is on the East-side of the *Isthmus*) open to the Westward of *Fox Island*, near twice the Breadth of the Island, (the Island will then bear S. $\frac{1}{2}$ E.) you may haul into the Bay with this Mark, and when *Sbag Island* is brought on with the Foot of the high Land, which is on the South-side of *Coal River*, and will then bear E. by N. $\frac{1}{2}$ N. you will be within the *Long Ledge* ; there is a safe Passage into the Bay, between the *Long Ledge* and the Main, passing on either Side of *Sbag Island*, taking Care to avoid a small round Shoal which lies S.W. 1 Mile from the Island, on which is 2 Fathom and a half Water. To sail up to what is called the *West Bay*, and into *Head Harbour* (which are the safest Anchorages, and the best Places to Wood and Water at) keep the West-Shore on board, and in turning between it and the Middle Ground, observe on standing over to the Middle to put about as soon as you shoalden your Water to 8 Fathom, you may stand to the Spit of the Middle Point, to 6 or 5 Fathom. To sail up to what is called the *East Road*, which lies between *Fox Island* and the East-Shore ; observe about one League N.E. from the Island is a high Bluff-Head, being the South Part of the high Land that rises steep directly from the Shore, keep this Head bearing to the Southward of East until the *Isthmus* is brought to the Eastward of *Fox Island*, which will then bear S.S.W. you will then be within the Shoal, (called *Fox's Tail*) and may then haul to the Southward, and Anchor any where between the Island and the Main : To sail up to the East Bay passing between the Island and the East-Shore, observe the foregoing Directions ; and after you are above the Island, come not nearer the Main than half a Mile until you are abreast of a Bluff Point above the Island, called *Road Point*, just above which in 12 Fathom is the best Anchorage with N.E. Winds ; and to sail up to this Anchorage between the Middle Ground and the *Fox's Tail*, bring the said Point on with the S.W. Point



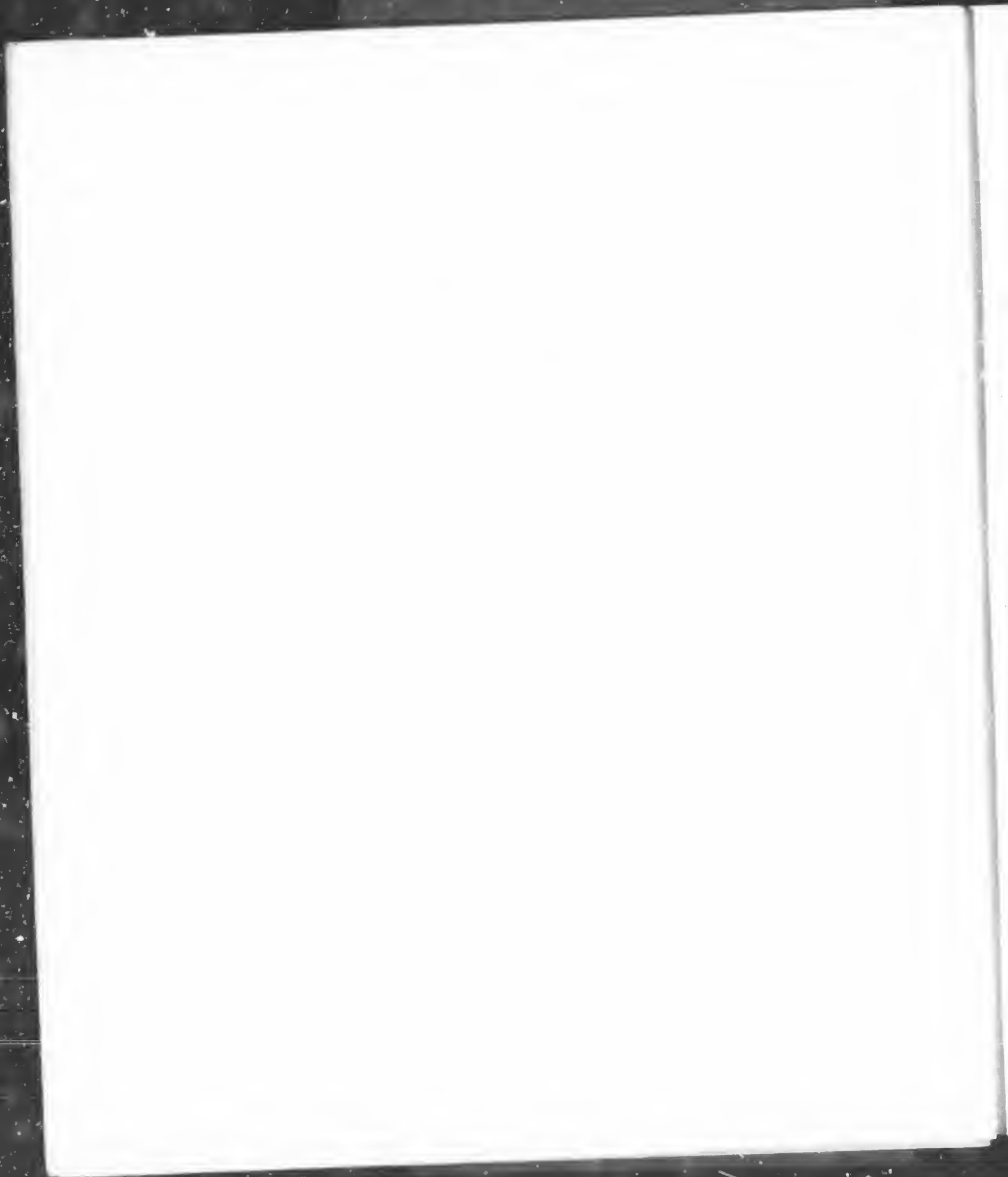
Point of the Island, this Mark will lead you up in the fair Way between the two Shoals. What is called the *West Road*, lies before a high Stone Beach, about 2 Miles within *Long Point*, where you ride secure with Westerly and N.W. Winds in 10 or 12 Fathom Water, the said Beach is steep too, and is an excellent Place for landing and drying of Fish, for which it has been formerly used; there is likewise a good Place at the North-end of *Fox Island* for the same Purpose; and the whole Bay and adjacent Coast abound with Cod, and extensive Fishing Banks lays along the Sea Coast.

Bay of Islands From the *Long Point*, at the Entrance of *Port-a-Port* to the Bay of *Islands*, the direct Course is N. 35d. East distant 8 Leagues, but coming out of *Port-a-Port*, you must first steer North for one League or a League and a half, in order to clear the *Long Ledge*, then N.E. by N. or N.E.; the Land between them is of considerable height rising in craggy barren Hills directly from the Shore. The Bay of *Islands* may be known by the many Islands in the Mouth of it, particularly the three named *Guernsey Island*, *Tweed Island*, and *Pearl Island*, which are nearly of equal height with the Lands on the Main; if you are bound for *York* or *Lark Harbours* which lay on the S.W. Side of this Bay, and coming from the Southward, steer in between *Guernsey Island* and the South Head, either of which you may approach as near as you please; but with S.S.W. and Southerly Winds, come not near the South Head for fear of Calms and Gusts of Wind under the high Land, where you cannot Anchor with Safety; you may sail in or out of the Bay by several other Channels formed by the different Islands, there being no Danger but what shews itself, except a small Ledge of Rocks which lies half a Mile from the North *Shag Rock*, and in a Line with the two *Shag Rocks* in one, if you bring the South *Shag Rock* open on either Side of the North Rock you will be clear either to the Eastward or Westward of the Ledge. The safest Passage into this Bay from the Northward is between the two *Shag Rocks*, and then between *Tweed Island* and *Pearl Island*. From *Guernsey Island* to *Tortoise Head* (which is the North Point of *York Harbour*, and the S.E. Point of *Lark Harbour*), the Course is S. by E. 5 Miles; *Lark Harbour* lies in S.W. near 2 Miles, and is one third of a Mile broad in the narrowest Part which is at the Entrance. To sail into it with large Ships keep the Larboard Shore on board, but with small Vessels there is no Danger, you may Anchor with a low Point on the Starboard-side bearing West, N.W. or North, and ride secure from all Winds.

**Lark Har-
bour.**

**York Har-
bour.**

From *Tortoise Head* into *York Harbour* the Course is S.W. near 1 League; between the said Head and *Governor's Island* which lies before the Harbour is good Room to turn, and Anchorage all the Way, but regard must be had to a Shoal which spits off from a low Beach Point (called *Sword Point*) on the West-end of *Governor's Island*; to avoid which keep a good Part of *Scal Island* open to the Northward of *Governor's Island* until you are above this Point, in turning



turning up the Harbour, stand not nearer the next Point on the Island (off which it is flat) then to bring *Tortoise Head* touching *Sword Point*, the best Anchorages is to keep *Tortoise Head* open of the said Point and Anchor in 10 Fathom along the sandy Beach on the Main; farther up within the Island is too deep Water for anchoring all the Way through the Passage within the Island. This Harbour is very convenient to Wood and Water at. W.S.W. and S.W. Winds blows here sometimes with great Violence, occasioned by the Nature of the Lands, there being a Valley or low Land between this Harbour and *Coal River* which is bounded on each Side with high Hills, this causeth these Winds to blow very strong over the low Land

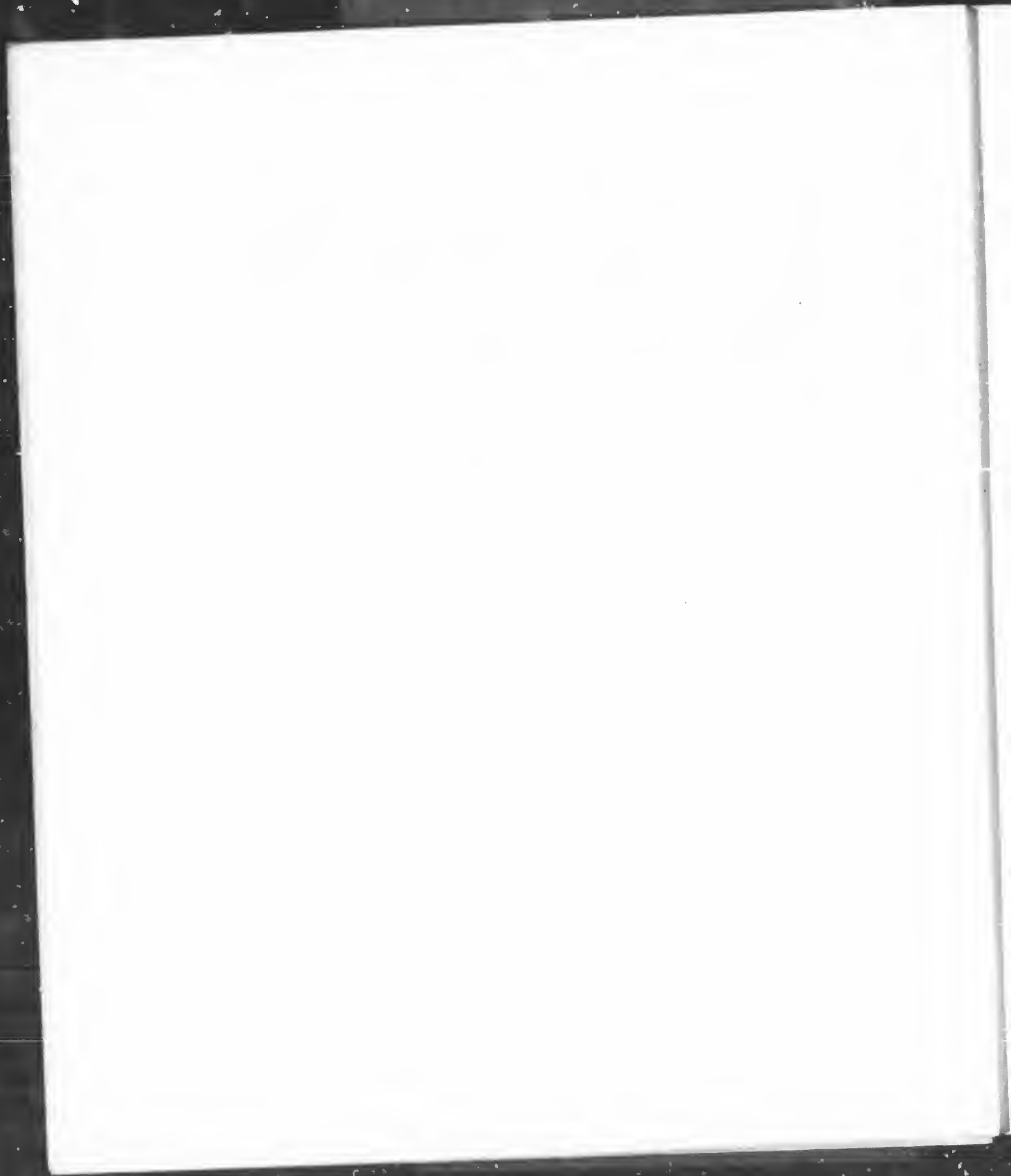
Harbour Island lies at the Entrance of the *River Humber* and S.E. 7 Miles ^{Harbour.} from *Guernsey Island*, at the S.W. Point of which is a small snug Harbour (called ^{Island.} *Wood's Harbour*) wherein is 5 and 4 Fathom Water, but the Entrance is too narrow for Strangers to attempt, and but 2 Fathom deep.

The *River Humber* at about 5 Leagues within the Entrance, it be- ^{River Hum-} comes narrow, and the Stream is so rapid in Places for about 4 Leagues up to a ber. Lake, that it is with great difficulty a Boat can be got up it; and at some Times quite impracticable; this Lake which stretches N.E. $\frac{1}{2}$ N. is in Length 7 or 8 Leagues, and from 2 to 5 Miles broad. The Banks of this River, and the Shores of the Lake are well clothed with Timber, such as are common in this Country. This River is said to abound with Salmon, in which has been formerly a very great Salmon Fishery.

The *North* and *South Arms* are only long Inlets, in which is very deep Water, ^{North and} until you come to their Heads. ^{South Arm's;}

A little within the Entrance of the *North Arm*, on the Starboard-side, is a small Cove, wherein a Vessel might Anchor in 30 Fathom Water; 1 League ^{Anchorage's;} within the Entrance of the *South Arm* on the Starboard-side is a sandy Cove (being the second on that Side) wherein is Anchorage in 16 Fathom Water, and good Place to Wood and Water at; haul into the Cove until the West Point of it is brought on with the North Point of the Entrance of this Arm, and there Anchor; if you miss laying hold of this Anchoring Ground, there is a very good Harbour at the Head of the S.E. Branch of this Arm; on the East-side of *Eagle Island* between the *North* and *South Arms* is Anchorage in 8, 10, or 12 Fathom Water. Under the North-side of *Harbour Island* is good Anchorage with S.W. Winds; at a quarter of a Mile from the Island you will have a muddy Bottom. Opposite to the S.E. end of *Harbour Island* on the South-side of this Bay is *Frenchman's Cove*, wherein is good Anchorage in 20, 16, or 12 Fathom Water; it is very probable that none of these Anchorages will ever be frequented by Shipping; yet it is necessary to point them out, as it may happen that in coming into the Bay with a Gale of Wind at S.W. it may blow so hard out of *York Harbour* that no Vessel can carry sail to Work into Anchoring Ground; at such Times they will be glad to get to an Anchor in any Place of Safety.

The



The Bay of *Islands* has been much frequented, formerly for the Cod Fishery; the best Place for Fishing Ships to erect Stages, and keep Boats, is in *Small Harbour* which lies a little without the *South Head*, and the large Beach on *Sword Point* on *Governor's Island*, is an excellent Place for drying of Fish.

From Bay of Islands to Bonne Bay. From *Guernsey Island* to *Bonne Bay*, the Course is first N.N.E. 6 Leagues; then N.E. 3 Leagues. The Land near the Shore from the *North Shagg Rock*, to *Cape St. Gregory* is low, along which lay sunken Rocks, some of which are a quarter of a Mile from the Shore, but a very little Way in Land, it riseth into a Mountain terminating at Top, in round Hills; from *Cape St. Gregory* to *Bonne Bay*, the Land riseth in Hills, directly from the Sea to a considerable height. *Cape St. Gregory* is high, and the Northernmost Land you can see, when coasting along Shore between *Red Island* and the Bay of *Islands*.

Bonne Bay. *Bonne Bay* may be easily known if you are not above 4 or 5 Leagues off at Sea by the Lands about it, all the Land on the S.W. side of the Bay being very high and hilly, the Land on the N.E. Side, and from thence along the Sea-Coast to the Northward is low and flat, but about 1 League up in Land are a range of Mountains which run parallel with the Sea-Coast; you cannot distinguish the low Land if you are 6 or 7 Leagues off at Sea. Over the South-side of this Bay is a very high Mountain terminating at Top in a remarkable round Hill, which is very conspicuous when you are to the Northward of the Bay. This Bay lies in S.E. 2 Leagues, then branches into two Arms, one tending to the Southward and the other to the Eastward, the best Anchorage is in the Southern Arm; small Vessels must Anchor just above a low woody Point (which is on the Starboard-side of the Bay at the Entrance into this Arm,) before a sandy Beach in 8 or 10 Fathom Water, about a Cable's length from the Shore; but large Ships must run higher up unless they moor to the Shore, they cannot Anchor in less than 30 or 40 Fathom, but at the Head of the Arm where there is but 24 Fathom; notwithstanding the great depth of Water you lay every where in perfect Security and very convenient to Wood and Water, there being great Plenty of both. To sail into the East Arm keep the S.E. Point or Starboard shore on board; short round that Point is a small snug Cove wherein is good Anchorage in 16 or 8 Fathom Water, and moor to the Shore; a little within the North Point of this Arm is a very snug Harbour for small Vessels, wherein is 7 and 6 Fathom Water. In sailing in or out of this Bay with S.W. Winds come not near the Weather Shore for fear of being becalmed under the high Land, or meeting with heavy Gusts of Wind which is still worse, and the depth of Water is too great to Anchor.

Bonne Bay to Point Rich. From *Bonne Bay* to *Point Rich*, the Course along Shore is N.N.E. distant 24 Leagues; but in coming out of the Bay you must first steer N.N.W. and N. by W for the first 3 Leagues in order to get an Offing. 10 Miles to the Northward of *Bonne Bay* is a pretty high white Point (called *Martain*



Martin Point) 3 quarters of a Mile right off from this Point is a small Ledge of Rocks whereon the Sea breaks : One League to the Northward of *Martin Point*, is a low white rocky Point (called *Broom Point*) half a Mile S.W. from this Point lies a sunken Rock that seldom shews itself. On the N.E. Side of *Broom Point* lies the Bay of *St. Paul*, wherein Vessels may Anchor with Southerly and Easterly Winds, but lies quite exposed to the Sea Winds.

Martin Point.

Bay of St. Paul.

One League to the Northward of the Bay of *St Paul* is a pretty high Point of Land (called *Cow Head*) it will have the Appearance of an Island being only joined to the Main by a very low and narrow Neck of Land ; three quarters of a Mile off this Head lies *Steering Island*, which is low and rocky, and the only Island on the Coast between the Bay of *Islands* and *Point Rich*. On the South-side of *Cow Head* is *Cow Cove*, wherein is Shelter for Vessels with Easterly and Northerly Winds ; and on the North-side of this Head is *Shallow Bay*, wherein is Water sufficient for small Vessels, and good Fishing Conveniencies ; at the N.E. Entrance into this Bay are a Clutter of rocky Islands, which range themselves N.E. and S.W. and at the S.W. Entrance are two Rocks close to each other, which generally shew themselves, they lay a full Cable's length from the Shore ; and there is a Channel into the Bay on either Side of them. In sailing in or out of this Bay, you may go on either Side of *Steering Island* which lies right before it, but come not too near the N.E. end, there being sunken Rocks off that End. This Place is the best situated for a Fishery of any on the Coast, there being excellent Fishing Ground about it.

Cow Head-
and Steering
Island.Cow Cove
and Shallow
Bay.

From *Steering Island* to *Point Rich* the Course is N. 20d. 45m. E. Distance 17 Leagues. From *Shallow Bay* to the South Part of *Ingornachoix Bay*, is nearly a straight Shore all the Way, and neither Creek or Cove, where a Vessel can Shelter her self from the Sea Winds ; there are some small sandy Bays where Vessels may Anchor with the Land Winds ; 6 Leagues to the Northward of *Steering Islands*, and about half a Mile in Land, is a remarkable Hill (called *Portland*, it makes not unlike *Portland* in the *English Channel*, and alters not in its Appearance from any Point of View.

Shallow Bay
to Ingorna-
choix Bay.

Hawke's Harbour and *Port Saunders* are safe and commodious Harbours situated in the Bay of *Ingornachoix* S.E. 2 Leagues from *Point Rich* ; at the Entrance of these Harbours lies an Island (called *Keppel Island*) which is not easily to be distinguished by Strangers from the Main, the Channel into *Hawke's Harbour* (which is the Southermost) lies between the Island, and the South Shore, on the Starboard-shore entring into this Harbour, and opposite to the West-end of the Island, begins a Shoal which stretches up along that Shore 1 Mile, the Middle of which runs out into the Harbour two thirds the breadth thereof, great Part of this Shoal dries at Low-Water. Your Course into the Harbour is East, keeping Mid Channel, or rather nearest to *Keppel Island* until the East-end thereof, which is a

Hawke's Har-
bour and Port-
Saunders.

B.

low



low stone Beach) bears N. by E. or N. then steer S.E. $\frac{1}{2}$ F. for a small Island you will see up the Harbour, keeping the N.E. or Larboard Shore pretty well on board, and steer for the said little Island, as soon as you have brought the Point at the South Entrance of the Harbour to bear W. by N. $\frac{1}{2}$ N. and are the Length of the S.E. Point of a Bay which is on the Starboard-side of the Harbour, you will then be above the Shoal, and may Anchor in 12 Fathom Water, or you may run within half a Mile of the small Island and there Anchor, where you will lay convenienter to take in Wood and Water. To sail into *Port Saunder's*, there is not the least Danger, leave *Keppel Island* on your Starboard-side and Anchor as soon as you are half a Mile within the Entrance in 10 or 11 Fathom Water; but if you run up towards the Head of this Harbour keep the Larboard Shore on board in order to avoid a Ledge of Rocks which lies nearly in the Middle of the Harbour. This is the best Harbour for Ships to lay in that are bound to the Southward, as the other is for those bound to the Northward; all the Lands near these Harbours are in generally low and covered with Wood. You may occasionally Anchor without these Harbours in the Bay of *Ingronaboix*, according as the Winds are.

Point Rich. *Point Rich* lies in the Latitude of 51d. 41m. 30sec. it is the S.W. Point of a *Peninsula*, which is almost surrounded by the Sea, it is every where of a moderate and pretty equal height, and is the most remarkable Point of Land along the West-side of *Newfoundland* it projecting out into the Sea farther than any other from whence the Coast each Way takes a different Direction.

Two Miles N.E. from *Point Rich* is the Harbour of *Port-aux-Choix*, it is but small yet will admit of Ships of large Burthen, but they must moor Head and Stern, there not being room to moor otherwise. To sail into it keep the Starboard Shore on board, and Anchor just above a small Island which lies in the Middle of the Harbour. In this Harbour, and in *Boat Cove* which lies a little to the Northward are several Stages and good Places for drying of Fish.

**Old Port
aux-Choix.**

Round the N.E. Point of the *Peninsula* lies the Harbour of *Old Port aux-Choix*, which is a small but safe Harbour, in the Entrance of which lies a small Island called *Harbour Island*, and between this Island and the West Point of the Harbour, are Rocks, some above and some under Water. To sail into this Harbour on the West-side of the Island, keep the Island close on board; but to sail in on the East-side give the N.E. Point of this Island a small birth; you may Anchor any where on the S.E. or Larboard-side of the Harbour, but come not near the N.W. or Starboard-side, there being a Shoal of Sand and Mud all along that Side.

From



From *Point Rich* to the *Twin Islands* (which are low, and the outermost Islands in the Bay of *St. John*) the Course is N.N.E. Distance 4 Leagues, and from the *Twin Islands* to *Point Ferolle* the Course is N.E. $\frac{1}{2}$ N. 11 Miles.

The Bay of *St. John* lies between *Point Rich* and *Point Ferolle*; there are in Bay *St. John*. it a great many Islands and sunken Rocks; the only Island of any extent is that of *St. John* which lies N.E. 3 Leagues from *Point Rich*; on the S.W. Side of this Island is a small Harbour which seems not badly situated for the Cod-Fishery, and it hath good Conveniencies for that Purpose, but it is not a good Place for Shipping, they would be too much exposed to the S.W. Winds, which sends in a great Sea. On the S.E. Side of this Island opposite to the West-end of *Head-Island*, is a small Bay wherein is Anchorage in 16 or 14 Fathom Water, and sheltered from most Winds, and is the only Anchoring Place in the whole Bay.

From the South Part of *Point Ferolle* stretches out a Ledge of Rocks S.S.W. *Ferolle* I dge near 1 League; and along the Shore to the River of *Castors* (which is in the Bottom of *St. John's Bay*) are sunken Rocks 2 Miles off.

Over the Middle of the Bay of *St. John* is high Table Land, which is High Land of very steep on that Side next the Bay, and terminates that Chain of Mountains *St. John* which runs parallel with the Sea-Coast from *Bonne Bay*.

The Course of the Tides along this Coast are greatly govern'd by the Winds, but when not interrupted by strong Gales of long continuance; a S.E. by S. or S.S.E. Moon makes High-Water, and flows up and down, or upon a perpendicular 7 or 8 Feet. Tides.

F I N I S.

