

of the River *Montage*. From the South Point of the River runs off a Sand Riff; when you sail in there, out of the Sea, it shews as if you might sail in to the Southward of the Riff, but it is not to be done, therefore you must sail to the Northward of it.

Upon the N. Point stands the little Village *St. Catherina*, and a little to the Northward of it a Fisher's Village called *Buarcas*. Upon the North-side within the Haven's Mouth stands a Lime Kiln, with a Wood of Fig-Trees; bring them one in the other, and sail so right in with them, which will carry you right in the Channel: There is sometimes no more than 12 or 13 Feet Water at half Flood. You must not depend much upon the Description of this Haven; for in regard it is there sandy Ground, it shifts sometimes with the great Freshes that come from the River, also with Storms out of the Sea.

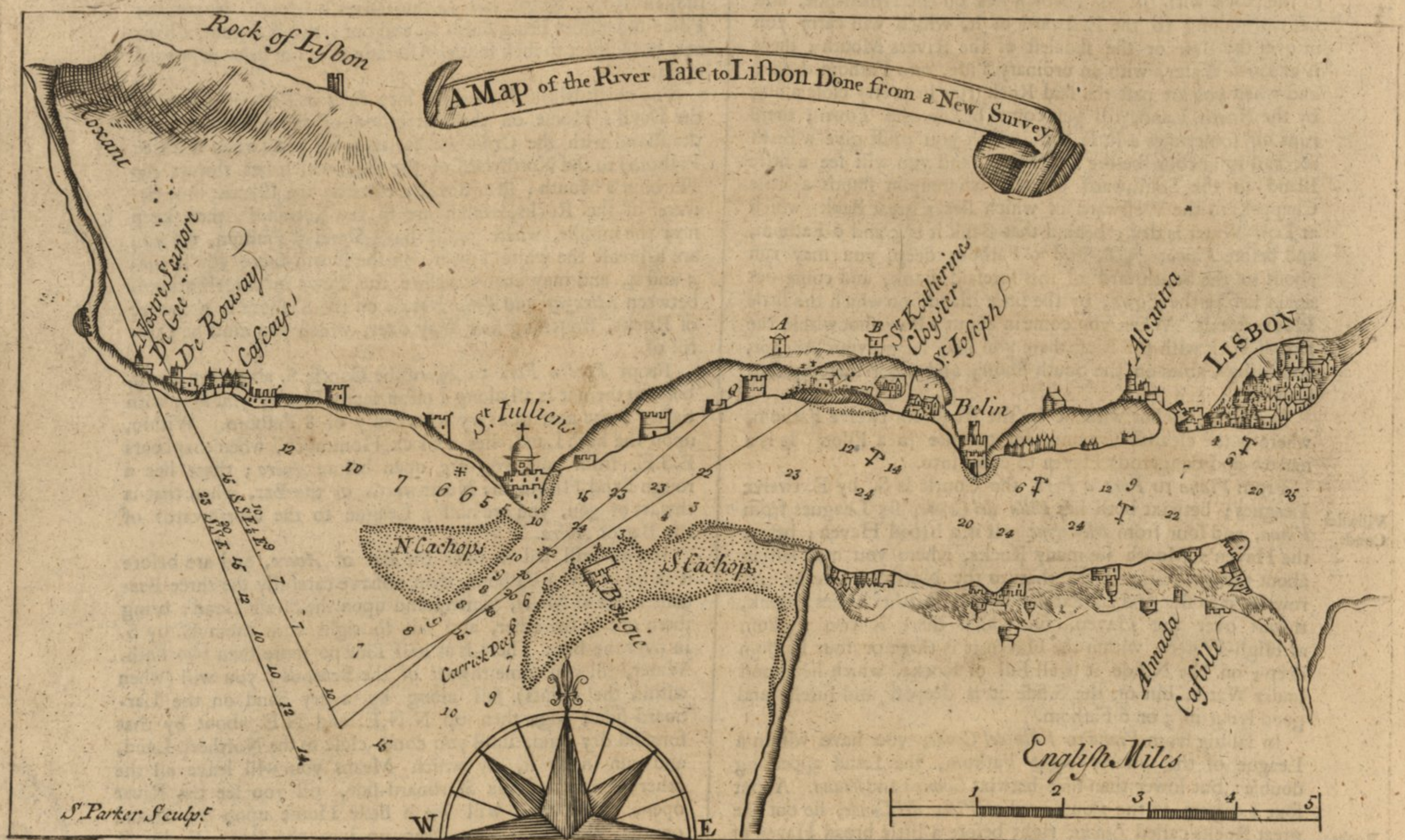
From Cape *de Montage* to the *Peniche*, or *Nova Lisbona*, (at the *Cabo del Fisceron*, which is the Point within the *Burlings*) the Course is SW. by S. about 11 League; there lies off a Rock from the Point; to the Southward of it is a great Bay, where you may run in behind it with Barks, and lie Landlock'd.

In that Bay lies a little Town against the high Land, called *Atogie*; a little to the Southward of *Peniche*, lies a

high round Hommock. From Cape *Montage* to the *Burlings*, the Course is SW. fourteen Leagues. Behind the *Burlings* is a good Road and Anchor Ground, under the great Island before the *Hermitage*, where you may anchor in ten Fathom.

You may come in there from the Northward, or from the Southward: It is broad and wide, and every where clean.

From the *Burlings* to the Rock of *Lisbon*, or *C. de Roque*, the Course is S. by E. and SSE. about 14 Leagues; but from the Cape *de Fisceron* (behind the *Burlings*) to the Rock, the Course lies N. and S. about 15 Leagues. About a Mile and a half SSW. half W. from Cape *de Roque* lies a funken Rock, upon which is not above 7 Feet at Low-Water, and all round it there is 17 or 18 Fathom. The Rock is a Point of Land very easy to be known, although you be a great Way off, yet you shall always see the sharp Hommock of the Abbey of *Syntra*. About a League to the Eastward of the Point of the Rock lies the Road of *Cascais*, where you may lie Landlock'd for a N. W. North, and N. E. Wind, in 12 or 13 Fathom, as deep or as shoal as you please. About a League to the East of *Cascais*, lies the Point of *St. Julian*, or *St. Gillians*, *Cascais*, whereupon stands a strong Fort called Fort *Julian*; this *St. Julian* is the North Point of the River of *Lisbon*, the Northern Channel of the River goes in within a Stones Cast along by it.



To sail up to Lisbon.

To sail into the Northern Channel you may run in close by the Point of the Rock, but coming before Fort *Julian*, you must edge somewhat over towards the great Channel, to avoid some foul Grounds and Rocks, which lie on the East-side of the Castle. Being past that a little, you may luff up towards the Northern Shore, and sail along by it to *Bonveige* or *Rostiers*, and so forth to *Lisbon*: But you commonly anchor before the Village of *St. Joseph*, in twelve or thirteen Fathom. You must take Care not to come into this Channel with calm Weather, and with an Ebb which sets very strong upon the Northern *Cachops*. This Channel of *St. Julian* lies in E. by S. being above *St. Julian*, you must sail up E.N.E. and N.E. by E. and when you come against the Abbey at *Rostiers*, then you must edge somewhat over towards the South Land, to avoid a small Sand that lies along the Shore between *Bonveige* and *St. Katherines*.

To sail into the Great-Channel, called by some Carrick-deep.

To sail in at *Carrick-deep*, coming from the Northward bring *de Rousa Cloyster* upon Cape *Rouent*, and that Mark

will carry you clear of North *Cachops* in 7 Fath. Water; but if the Sea be high keep further out, with the Chappel of *Nofre Signora de Gee* on with the said Cape, and it will keep you out in 10 Fath. Water; run in with this or the aforesaid Mark till you bring the small Tower marked *B*, over the white Convent called *Conviege*, marked in the Map of the River with *C*; or else bring the white House mark'd *A*, upon the Fort; which makes almost like a Pair of Stairs, mark'd *Q*: These Marks will carry you in between the N. and S. *Cachops*, in the best of the Channel; run thus past the *Julians* Fort, and towards the North Land, and along by it till you are before *St. Katherines*'s Cloyster, where you may anchor in 12 or 14 Fathom Water: But if you turn in or out by the foresaid Marks, you may turn them open a Ship's Length each Way; but stand not too near the South *Cachops* as you go past *Bougie* and a little above it, for there the Sand lies off towards the Channel. And be careful that you be not deceived by the Tide in calm Weather, for the Flood sets wholly upon the Fort of *Bougie*, and the Ebb upon the North *Cachops*; so that going in at *Carrick-deep* with the Flood, you must steer N. E. Northerly, especially if the Wind be Westerly.

From Cape *de Roque* to *C. de Spichel* the Course is SE. by S. about ten leagues; that is also a Point easy to be known; for 'tis a high but flat Land, with a high Tower standing over

In this Haven's Mouth, in the Channels, there is at half Flood, two Fathom Water, but on the N. side it is altogether shoal Water, and very rocky and foul; there shoots off a Ridge of Rocks, of which you must be careful.

Of the setting of the Tides and Currents.

A South West and North East Moon makes full Sea at

the aforesaid Places. On this Coast and within the Havens, a Point or two later. But there set no Currents along the Land because (through the Swelling of the Ocean Sea) the Flood comes right on against the Coast, and sets right in and out at the Haven.

A Description of the Coasts of Portugal, from Camina to Passage, and so to Setuval, commonly called St. Tubes.

Viana.

Even Leagues to the Southward of *Camina*, lies *Viana* upon a River close to the Water-side; from the North Point lies off a Ledge of Rocks two Leagues from the Shore, thwart over the Mouth of the River, and upon the South Shore stands two Fire-Towers. If you will sail into this River, coming from the Northward, or out of the Sea, then run to the Southwards, till the two foresaid Fire-Towers, upon the South-side of the River's Mouth, come one to the other, and then run in right with them towards the Strand, till the little Tower upon the North-Land come over the two Houses, keep them one on the other, and run to the Rock with the Mast which lies on the North-side, and sail close along to the Eastward of it, which will carry you in over the Bar, or the shoalest of the Rivers Mouth; there is at Low-Water, with an ordinary Tide, two Fathom deep; and when you are past the said Rock run in pretty close along by the North Land, till you come before the Town; there runs off sometimes a little Riff, which you must give a Bish to, and to anchor before the Town, and you will see a little Island to the Southward of you, whereupon stands a little Chappel, to the Westward of which lies a great Bank, which at Low-Water is dry; behind that Bank it is 5 and 6 Fathom, and before *Viana*, 7, 8, and 9 Fathom deep, you may run about to the Southward of this foresaid Bank, and come out again before the Town, by the little Island, on which the little House stands. When you come in about a Bow-shot within the second Rock with the Mast, there you may let go your Anchor, and bring Cables on the South Shore, and moor there by four Cables.

You may anchor without in the Road in twelve Fathom, where is the clearest Ground, for to take in a Pilot. It is a narrow and dangerous Haven to come into.

From *Viana* to *Port a Port*, the Course is S. by E. twelve Leagues; betwixt both lies *Villa del Conde*, six Leagues from *Viana*, and four from *Mettelyne*. It is a broad Haven; before the Haven's Mouth lie many Rocks, where you may sail in about them on either side; that to the Northward is the narrowest, it is five and six Fathom deep. Further in lies a Bank, thwart over the Haven, on which there is two Fathom at High-Water; within the Haven it is three or four Fathom deep; on the N. side it is all full of Rocks, which lie almost under Water, but on the S. side it is deepest and surest, and good lying in 5 or 6 Fathom.

Villa del Conde.

In sailing from *Viana* to *Villa del Conde*, you have within a League of the Shore, eight Fathom, the Land appearing double: but lower than that betwixt *Camina* and *Viana*. About four Leagues to the Southward of *Villa del Conde*, lie out the great Rocks called *Lefons*, right before a little broad Haven of two Fathom deep called *Metelyne*, and SW. from the S. Point of the foresaid Rocks, about half a League to Seaward lies a sunken Rock under Water: Betwixt the Land and the *Lefons*, it is 6 and 7 Fathom deep.

Rocks Lefons

To sail into Port a Port.

A League to the Southward of the Rocks *Lefons* lies *Port a Port*. From the North Point of the River's Mouth, lie off many Rocks, almost thwart over the Channel. To sail in there, you must run in close along to the Southward of the outermost Rock, so near it that you may cast a Stone upon it. There stands a little Chapel on the North-shore, right against the Rock with a Cross, and also a little white House upon the North-shore, somewhat further up upon the River; bring them one in the other, and run in so right with them, until you are past the Castle.

Port a Port.

In sailing in so, you shall not find less (upon the shoalest of the Bar) than 17 or 18 Feet Water, at half Flood, and shall not come too near a sunken Rock, which lies without in the River's Mouth, somewhat nearer the South-shore than the North, whereupon there remains at Low-Water no more than 11 or 12 Feet. Being within the Castle, go then right towards the Rock with the Cross, and close along to the Southward of it, that you may reach it with a Boat-hook, to avoid a sunken Rock which lies thwart of it, a little

to the Southward, and at Low-water is no more than 8 Feet under Water, and being a little past the Rock with the Cross, up along the middle of the Channel till you come thwart of a great white Tower upon the North-Land; there you may anchor in 4 or 5 Fathom, or sail before the Town; here it is 3 and 4 fathom deep, but a little above the Rock, with the Cross, is a Shoal, whereupon remains, at Low-water, no more than 11 Feet, so that with a Ship drawing 12 Feet you must stay for High-Water; it flows there six Feet up and down with an ordinary Tide; on the South-side of the River goes in also a Channel, deep to the Southward of the foresaid sunken Rock, which lies in the River's Mouth, where the Pilots sometimes bring Ships in and out; this is a good Channel, but subject to such sudden Alterations as not to be depended upon.

The chief Mark for sailing into *Port a Port*, is to bring the Devil's House on the North-side of the Harbour, over the Island with the Cross on it, then are you (when in three Fathom) to the Northward of the Sand which lies thwart the Harbour's Mouth; steer directly towards the Islands, but beware of the Rocks, which are in the Entrance; then keep near the middle, where you'll have 6 and 7 Fathom, till you are a-breast the white Tower, on the North-shore you'll find 5 and 4, and may anchor before the Town in three Fathom, between *Miragay* and *Villa Nova*; on the S. shore is a Ledge of Rocks, stretching half Way over, which you must be careful of.

From *Port a Port* to *Avero* the Course S. about ten Leag. betwixt them it is all along a clean sandy Shore; you may with Safety come near it every where in 7 or 8 Fathom. Within, upon the high Land, lies a black Hommock, when that bears E.S.E. from you, you are open before *Avero*; there lies a rough Sand Hill to the Northwards of the Bar, when that is thwart of you, you are half a League to the Northwards of the Bar of *Avero*.

If you will sail in over the Bar of *Avero*, and are before it in six or seven Fathom, then observe carefully the three Beacons made of Masts, which stand upon the South Land; bring them one in the other, and sail so right with them E. by S. in over the Bar: There is at half Tide no more than two Fath. Water, till you come thwart of the Beacons; you will (when within the Points) sail along by a dry Sand on the Larboard-side; edge then up N.N.E. and N.E. about by that foresaid dry Sand, until you come close to the Northern Land, and run in by it, by which Means you will leave all the other Shoals on the Starboard-side, till you see the River open, when you will see a little House upon the Strand on the West-side; then steer up into the River E. by S. and E.S.E. keeping the middle of the Channel betwixt the two Lands, till you come before the Salt Ponds at *Avero*.

The Coast of *Portugal* about *Viana*, is very easy to be known by the foresaid Hill of *St. Rego*, which is exceeding high, and lies on the Sea-side: The high Land of *Viana* lies two or three double within it. Betwixt *Viana*, *Villa del Conde*, and *Port a Port*, you shall see along the Coast many Towers and little Houses; *Villa del Conde* appears at Sea like a great Town.

The River of *Port a Port* you may know by the Rocks *Lefons*; they are very high, and lie a little to the Northward of the River.

The *Cape de Montage*, is a high Point, and within it on the Land are high Mountains. The *Cape* is sometimes taken to be *Cape de Roque*, but is easy to be discerned from it, because of the *Burlings*, which lie to the Southward of this, but are to the Northward of *Cape de Roque*. The *Cape of Montage* lies from *Avero* SW. by S. distant 7 Leagues.

A League to the Southwards of it lies *Passage*, on the River of *Montage*, a broad Haven. From the *Cape de Montage*, runs off a foul Ledge of Rocks a good Way from the Shore, which you must avoid.

Under the *Cape* you may ride for Northerly Winds, in seven or eight Fathom; a N.N.W. Wind comes right from the Point. For Southerly Winds you may anchor to the Southward of



A Map of the River ... London 1758
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