To a workman for putting all the parts together fixing the Lock Brasses, loops, swivells, &c in which a Joiner and Smith must both be employed, fitting in the lock to the stock &c will cost you at least 5/ a gun, try it, when you will.

.. 5..

A woollen case for the Gun, thread & making

£6.. 10.. 2.. 6

£6.. 12.. 6

This estimate my good friend you will find if the work be well done and the workmen paid will be pretty near the value of your Barrells of Mr Harriss when delivered to you fit for use, there will not be much variation. there may possibly be some saving from your cheap purchase of some of the articles or of their inferior Quality, or the business being ill done, or what is very often the case the undertaker getting nothing by the Job. Harriss asserted to the Committee that arms & accoutrements could be made for 3f or 3.. 10, but I presently demonstrated to him the impossibility & he would not undertake for £4.. or £4.. 10, the Pennsylvanians who have many advantages get from Virga £5.. 6.. 3 Woodden rammers, and their Guns are not equal any way to those of mine. I hope you will allow there is great difference in the value of Arms. I think I can furnish from 70 to 100 of all sorts, they shall be good, and as I went to work with a sincere spirit to serve my Country I think I should have the value of my Labour. if you will appoint any Man of Candour to deal with me I shall treat him as a friend. I want Brasses & Locks, I wish you could spare me some out of your stock, it would expedite matters.

I am respectfully yr obed, servant. Stephen West.

The Gunsmith at George Town has £4 for his guns without Bayonets, Rammers or Swivells, & but so, so.

Original.

[Magruder to Council.]

Rock Creek May 5th 1776.

Gentlemen: I received your orders yesterday evening and should been glad, to have none the Number of Prisoners that was to be at George Town, I sent of a gard of six men well armed, and if they wanted assistance to apply to some officers at Town. I am Gentlemen Your Hum^t Ser^t

Zad^k Magruder.