

Ore Stockpile Map & Material

(as of 2/6/2026)

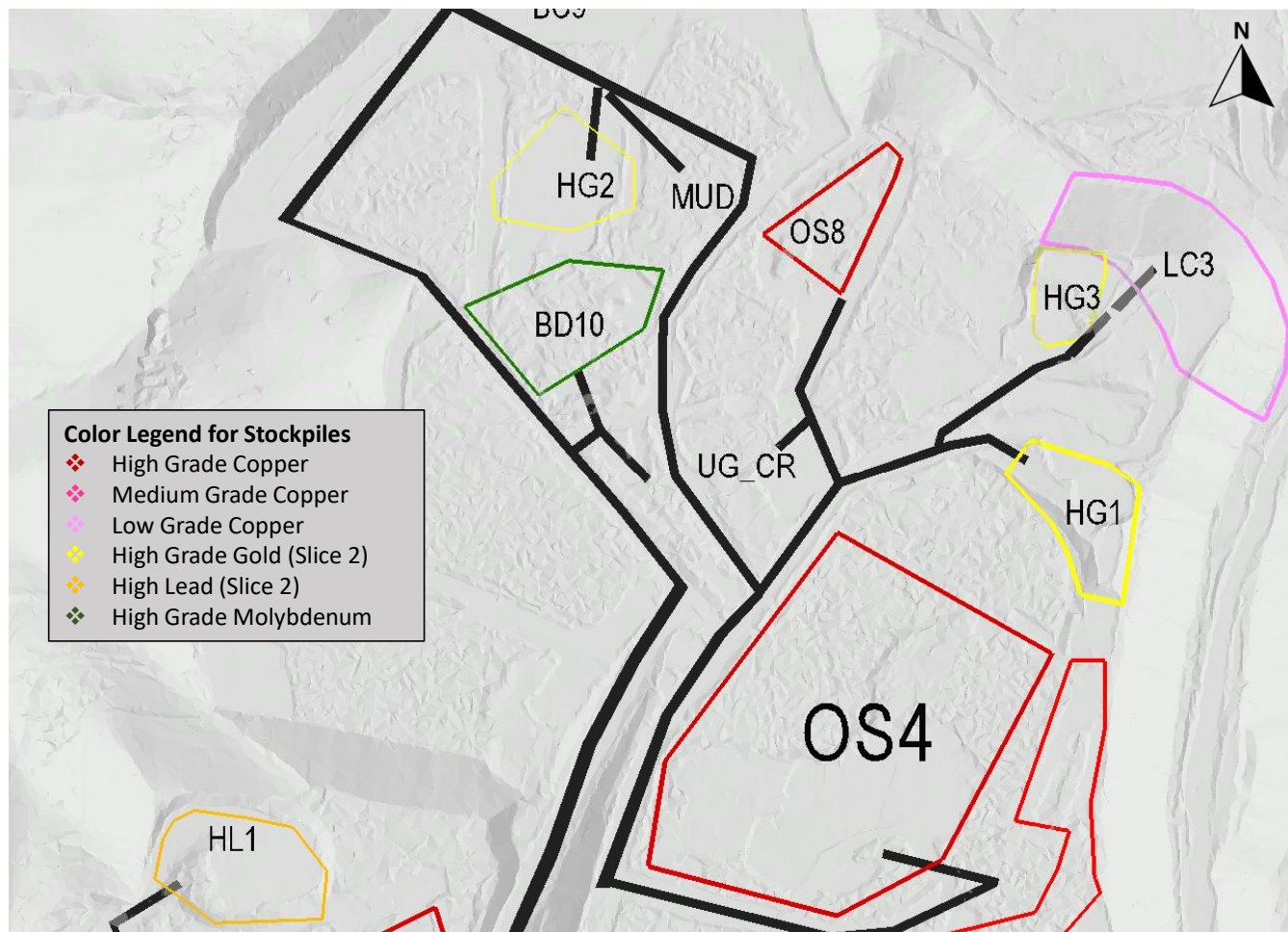
Created by OC group

Roads are shown as black lines.

Legend for Ore Stockpiles

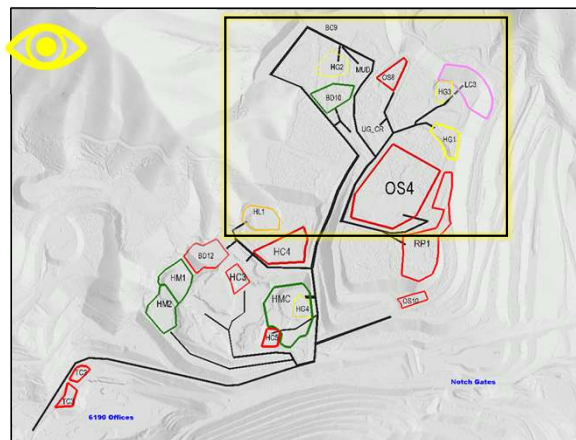
- BD10: Moly Boulders (No Active Dumps)
- HG1: Gold Fissure Ore (No Active Dumps)
- HG2: Gold Fissure Ore
- HG3: Gold Non-Fissure Ore
- HL1: High Lead Fissure Ores
- LC3: Low-Grade/Flex Copper, Mid Grade Copper Boulders/Pyritic Met Types
- OS4: Ore Sort High-Grade Copper with Debris
- OS8: Ore Sort High-Grade Copper with Debris (No Active Dumps)

*Please refer to the stockpile cheat sheet for boulders and debris.



Color Legend for Stockpiles

- ❖ High Grade Copper
- ❖ Medium Grade Copper
- ❖ Low Grade Copper
- ❖ High Grade Gold (Slice 2)
- ❖ High Lead (Slice 2)
- ❖ High Grade Molybdenum



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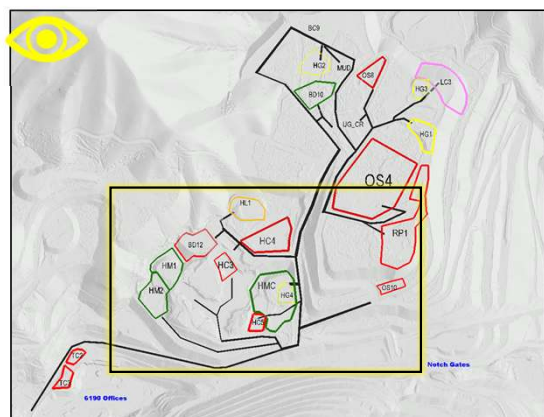
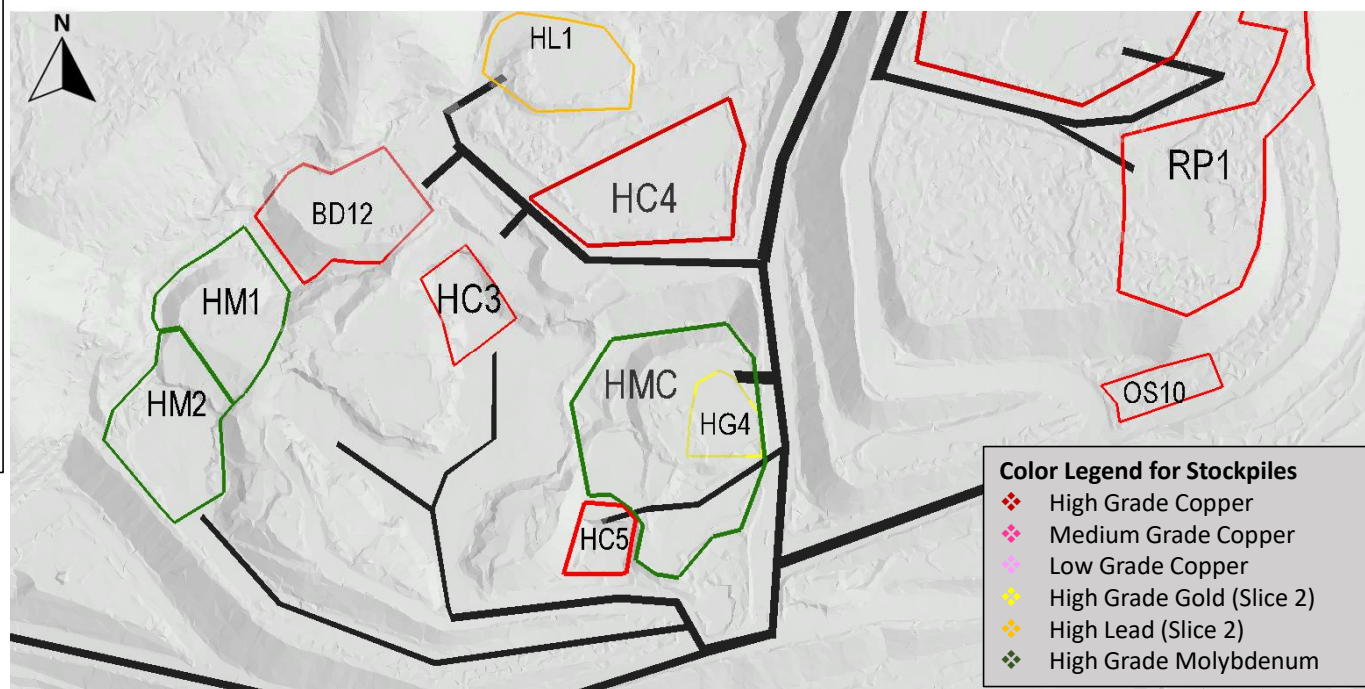
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Legend for Ore Stockpiles

- BD12: Copper Boulders (TOP DUMP ONLY)
- HC4: Studies and Projects
- HC5: High & Mid-Grade Copper & Gold Non-Fissure Ore
- HC3: High & Mid-Grade Copper & Gold Non-Fissure Ore (once HC5 full HC8: Mid-Grade Copper (Utilize once HC5 is full))
- HG4: Gold Fissure Ore from Upper Pit (No Active Dumps)
- HL1: High Lead Fissure Ores
- HM1: High-Grade Moly
- HM2: High-Grade Moly Boulders
- RP1: High-Grade Copper Boulders (No Active Dumps – Reclaim Only)
- OS10: Ore Sort High-Grade Copper with Debris (No Active Dumps)

*Please refer to the stockpile cheat sheet for boulders and debris.



Ore Stockpile Map & Material SOUTH

(as of 2/6/2026)

Created by OC group

Roads are shown as black lines.

Legend for Stockpiles

- **CR1:** un-crushed pit muck, road rock blocks only
- **RC04:** Pebble crusher stockpile
- *Please refer to the stockpile cheat sheet for boulders and debris.

