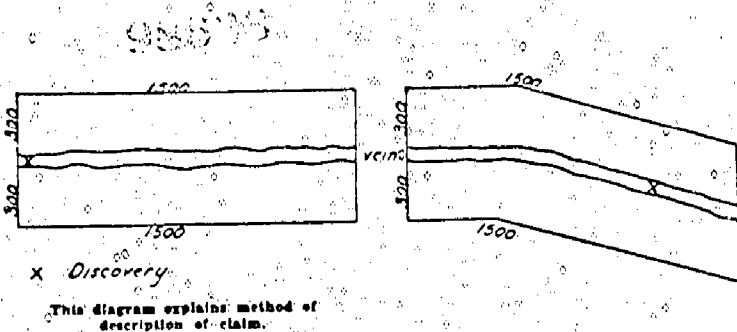




# NOTICE OF MINING LOCATION

Washington State  
Skamania County  
(or Recording Precinct)  
Paradise Mining District

NOTICE IS HEREBY GIVEN That the undersigned who is/are (has/declared \_\_\_\_\_ intention to become) citizen \_\_\_\_\_ of the United States, has/ discovered and has/ located and claimed and do \_\_\_\_\_ hereby locate 1500 linear feet in length, and 600 feet in width on the \_\_\_\_\_  
WRP # 51 Lode, vein, ledge or deposit (or placer ground), situated in the above State, County (or Recording Precinct) and Mining District, and further described as follows: Commencing at a post marked No. 1 at the Discovery shaft (cut or tunnel), from thence 20 feet in a SW direction to an end post marked No. 2, thence 300 feet in a NW direction to a corner post marked No. 3, thence 1500 feet in a NE direction to a corner post marked No. 4, thence 600 feet in a SE direction to a corner post marked No. 5, thence 1500 feet in a SW direction to a corner post marked No. 6, thence 300 feet in a NW direction to said end post No. 2; hereby locating and intending to claim 1480 feet in a NE direction from discovery to the \_\_\_\_\_ end line, and 20 feet in the opposite direction from discovery to the \_\_\_\_\_ end line and 300 feet on each side of the middle of said lode or ledge, for the purpose of mining the same and claiming all surface rights, privileges, and minerals, with all dips, spurs, angles and variations, and other rights granted by existing laws and customs.

This claim is further described by reference to natural objects or permanent monuments, as follows:

Contiguous with the NE end line of WRP # 52

Unsurveyed Section T6N R7E W.M.

This notice is placed at Discovery on post No. 1; posts are placed at each corner, and the name of this lode, and date of location, are placed on all posts.

Located the 12 day of November, 1984

WITNESSES:

Charles Polunin

Clifford A. Dillman  
Springer Mining of Washington  
Agents for Wind River Mining Co.  
Box 367 Carson, Wa. 98615  
Locators.