

If a mine of any kind be discovered and worked on land sold for settlement but not patented, the settlement duties not being performed, the sale may be cancelled, unless the land be paid for in full as a mining location: Sec. 12.

Mining locations, which may be of any extent up to four hundred acres, or in special cases eight hundred acres, may be acquired by addressing a letter to the Commissioner of Crown Lands, specifying the lot or lots required, and transmitting at the same time—

1. The full price of the location at the rate of *three dollars per acre*, if it is to be mined for *phosphate of lime* (this price fixed by O.C. of 23 March, 1881.); *two dollars per acre*, if to be mined for *asbestos*, or *gold or silver* (price fixed by O.C. of 7 Oct. 1880.); *one dollar per acre*, if it be mined for *inferior metals or other minerals*, or deposits of any substance of appreciable value.
2. A specimen of the mineral for which the land is to be worked, with an affidavit identifying it as having been taken from the land applied for.

Mines of gold or silver on public or private lands may be worked by parties taking out licenses for themselves and their employees, costing two dollars for each person for three months, if the mining is to be done on private lands, and four dollars if on public lands.

The size and position of claims on public lands worked under such licenses are regulated by the Act or determined by the mining inspector according to circumstances.

The localities in the Province of Quebec in which minerals are chiefly found are as follows:—

GOLD.—Eastern townships, especially the counties of Beauce and Compton.

PHOSPHATE OF LIME.—Counties of Ottawa and Argenteuil.

ASBESTOS.—Counties of Megantic and Wolfe.

IRON.—Counties of Ottawa, Montcalm, St. Maurice, Champlain, Charlevoix and Saguenay.

COPPER.—Counties of Bagot, Megantic and Sherbrooke.

GALENA.—Counties of Ottawa (Lake Temiscamingue), Gaspé and Rimouski.

PLUMBAGO.—County of Ottawa.

MICA.—Counties of Berthier, Ottawa and Megantic.