

Prideaux Shaft is 50 feet 6 inches below the surface; 7 feet 3 inches of which have been sunk five fathoms long since October. The Lode in the east end of the Shaft is  $4\frac{1}{2}$  feet wide, showing two good walls, and producing about  $3\frac{1}{4}$  tons per fathom. In the west end the Lode is disordered and will scarcely pay cost.

Trial Shaft is 49 feet deep. The Lode in the bottom is 7 feet wide, producing from  $5\frac{1}{2}$  to 6 tons per fathom, (see No. 2 East). We have been engaged since the middle of December, in putting this Shaft into working order, and taking down portions of the Lode left standing last year. A bargain to sink 3 fathoms by 5 fathoms long, has been set to 9 men.

Whims, or Horse Machines, to draw the stuff, have been erected—one to draw the stuff broken in Meredith's and Ferrier's Shafts, and the Stopes communicating with them. Another at the Engine Shaft, and a third is in course of erection to draw the stuff broken in Trial and Prideaux Shafts. The old Whim at Harris' Shaft will draw the stuff from the Winze.

With the arrangements made we shall be able to sink all the Shafts to the 25 fathom level, when galleries will be driven from one Shaft to another, and a communication opened from the eastern to the western part of the mine, then, all the ore broken can be taken in tram waggons to the most central of the Shafts, and thence drawn to the surface.

At present there is no water in the mine, to cause inconvenience, nor is there prospect of much.

#### ORE DRESSING.

In this department we have made satisfactory progress; a large portion of the piles of ore lying at the surface, has been prepared for the crusher, which, when dressed, will turn out about equivalent to 2,050 tons of ore of 20 per cent—so much of the finer stuff as could be, has been jigged. Of the produce of hand jigging machines, we have sent, since 17th December, 115 tons to the smelting works, and have about 35 tons remaining.

The total quantity of ore at grass is calculated to be about 3,500 tons.