

*Answer.*—The ground is so changeable, that it is impossible for me to give an estimate of what number of yards a certain number of men should drive, or sink in a given time. I should make the agreements conditional with the workmen; so that contract work might be given them, as I am always for contract work,—bringing every man to take an interest with what he has in hand.

*Question 14.*—Can you inform the Directors what the working of such a mine would be in England?

*Answer.*—The working of such a mine in England would be commenced as I have advised it to be done in this country.

*Question 15.*—Is it desirable to work both shafts on the Main Land and the Gallery, and how many men would these works require, and what would be the results when accomplished?

*Answer.*—I would advise only one of the shafts to be sunk, by six men, until the machinery be erected; and the results when accomplished, would be, in my opinion, the discovery of silver in a body, in the form of a partial 'band' or 'shoot'.

*Question 16.*—Is there sufficient iron and steel, gunpowder and fuse, to last a party of ten men for twelve months.

*Answer.*—There is plenty of iron and steel in the mine to hold twelve months, and I believe plenty of gunpowder. I know there is plenty of fuse.

*Question 17.*—Do you consider the quality of the American fuse equal to the English? and what quantity would be consumed monthly by such a party?

*Answer.*—The American Fuse is not so good as the English. For twelve men it would require 1 ton, 4 cwt. of powder, for one year,—double bound fuse for sinking, and single bound for driving.

*Question 18.*—Do you consider Samuel Tippet a sufficiently competent and experienced miner to work out your suggestions, and equal to any emergency, which may arise, as the works progress, and in whom the Directors can place implicit confidence: and would you advise the Company, should the metal be found, to engage another mining officer, of equal qualifications to your own; or what would you recommend them to do?