

21 22
28 27

TIE: NE CORNER, SECTION 28,
T.20N, R.52E, M.D.P.M.

S 55° W 8530'
S 35° E 16410'

T. 19 N.

MATCH SHEET 2 OF 2 SHEETS

R.52 E.

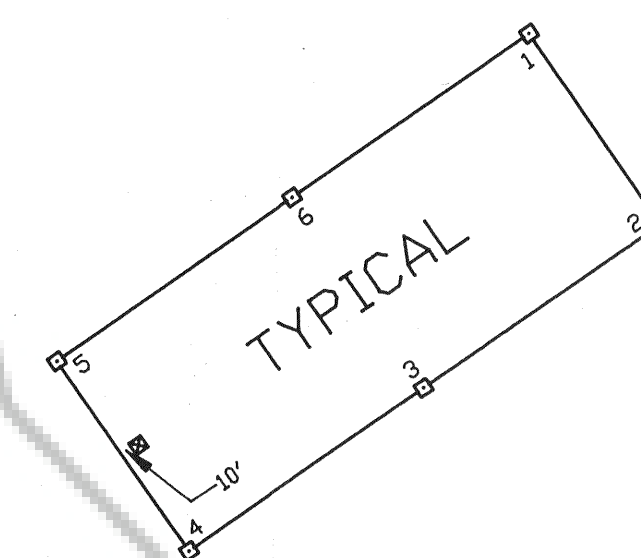
10 11
15 14

11 12
14 13

15 14
22 23

14 13
23 24

EXISTING
YAHOD
CLAIMS



NOTES

- 1.) ALL CLAIMS ARE 600' X 1500' UNLESS OTHERWISE SHOWN.
- 2.) LOCATION MONUMENTS ARE 10' FROM END LINE OF CLAIM UNLESS OTHERWISE SHOWN.
- 3.) SECTION LINES ARE PROTRACTED.

LEGEND

- - WOOD POST OR BLAZED TREE LOCATION MONUMENT
- - WOOD POST OR BLAZED TREE MONUMENT
- /○ - INDICATES APPROXIMATE SECTION CORNER LOCATION

LOCATION DATES

MARCH 4, 1993	10-13
MARCH 5, 1993	1-9, 40, 41
MARCH 6, 1993	23-32
MARCH 7, 1993	33-39

TRUE NORTH

SCALE: 1"=500'

FILED AT THE REQUEST OF *Fmc Minerals Corp*
on *Mar 26* 19 *93*, at *10* mins, past *24* M.
RECORDS OF EUREKA COUNTY, NEVADA M. N. REBALEATI, Recorder
File No. *145026* Fee \$ *280*

SHEET 1 OF 2 SHEETS

MAP OF THE
MT BOY LODGE MINING CLAIMS
EUREKA COUNTY, NEVADA

T. 19 N., R. 52 E.
Located by Robert W. Schlichting
AGENT FOR

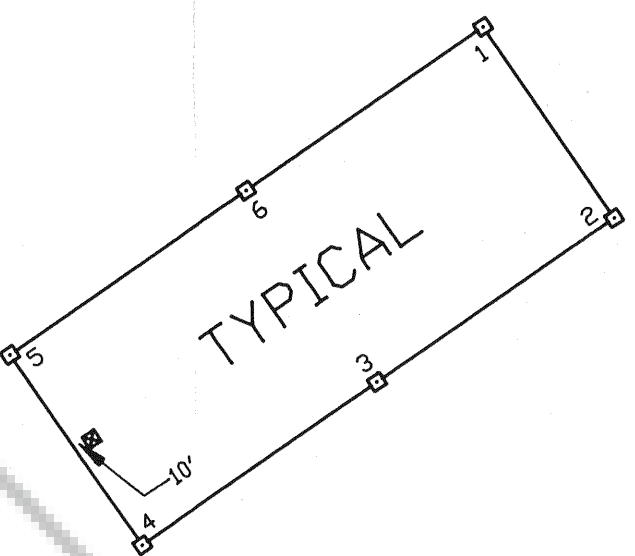
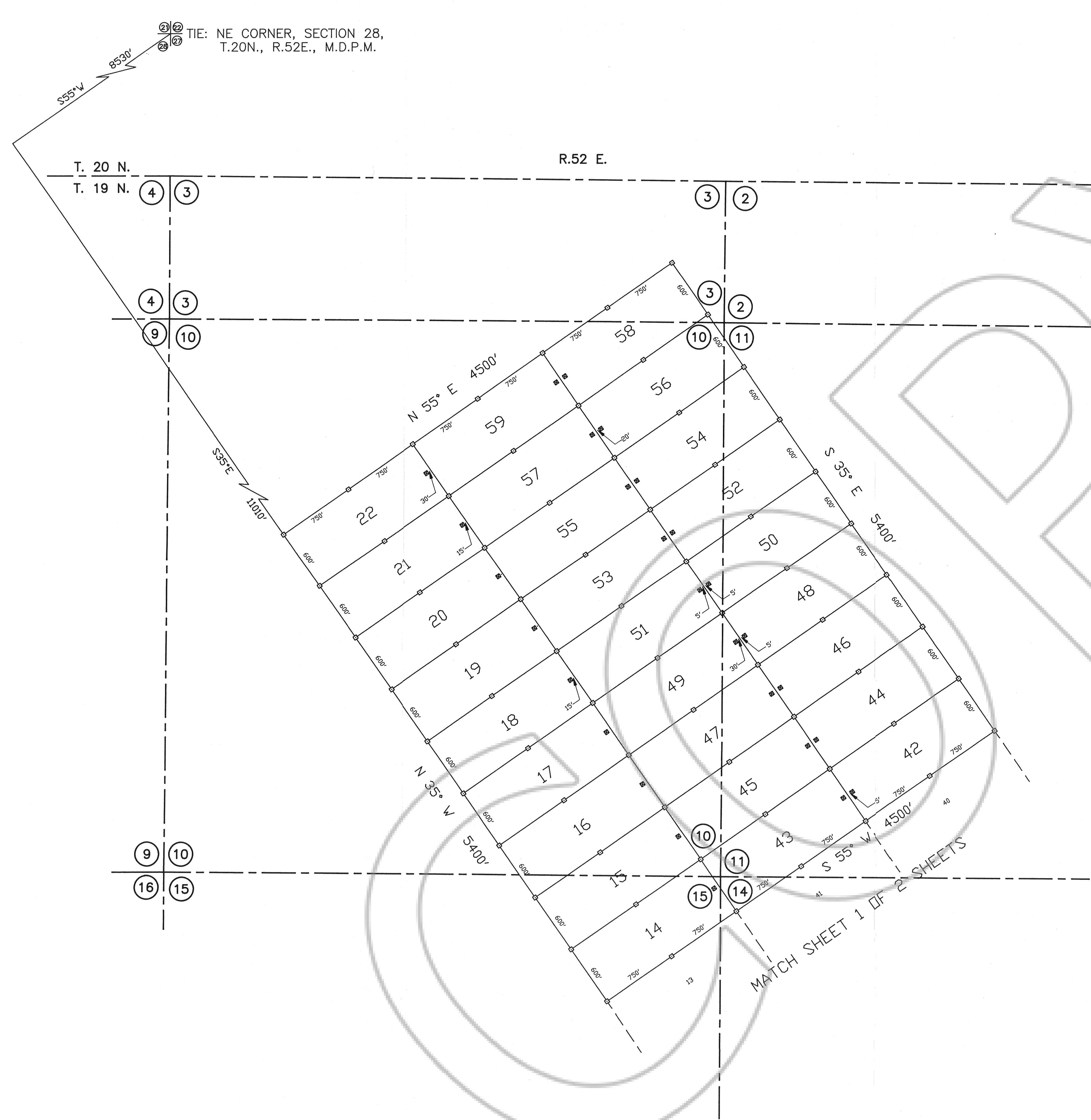
FMC MINERALS CORPORATION

5011 Meadowood Way, Suite 200
Reno, Nevada 89502

March 17, 1993

D:\ACAD\CLAIMS\FMC\93C003-1

145026



NOTES

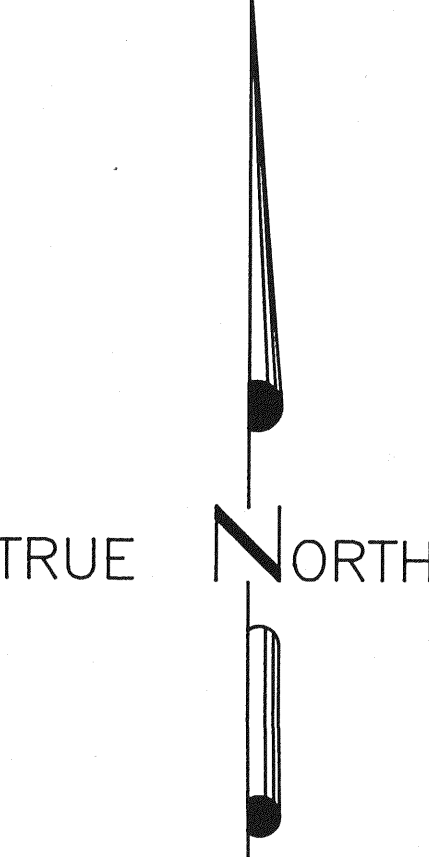
- 1.) ALL CLAIMS ARE 600' X 1500' UNLESS OTHERWISE SHOWN.
- 2.) LOCATION MONUMENTS ARE 10' FROM END LINE OF CLAIM UNLESS OTHERWISE SHOWN.
- 3.) SECTION LINES ARE PROTRACTED.

LEGEND

- - 4" X 4" X 4' WOOD POST OR BLAZED TREE LOCATION MONUMENT
- - 4" X 4" X 4' WOOD POST OR BLAZED TREE MONUMENT
- ○ - INDICATES APPROXIMATE SECTION CORNER LOCATION

LOCATION DATES

MARCH 3, 1993	42-59
MARCH 4, 1993	14-22



SCALE: 1"=500'

FILED AT THE REQUEST OF FMC Minerals Corp.
on Mar 26 19 93, at 10 mins, past 9A, M.
RECORDS OF EUREKA COUNTY, NEVADA M. N. REBALEATI, Recorder
File No. 43826 Fee \$ 205

SHEET 2 OF 2 SHEETS

MAP OF THE
MT BOY LODE MINING CLAIMS
EUREKA COUNTY, NEVADA

T. 19 N., R. 52 E.
Located by Robert W. Schlichting
AGENT FOR

FMC MINERALS CORPORATION

5011 Meadowood Way, Suite 200
Reno, Nevada 89502

March 17, 1993