

Recording Requested by:  
Mercury Exploration Nevada Inc.

Please return documents to:  
Carlin Trend Mining Services  
369 5<sup>th</sup> Street  
Elko, NV 89801-3705

EUREKA COUNTY, NV  
MINING-COL  
Rec: \$32.00  
Total: \$32.00  
MERCURY EXPLORATION NEVADA  
INC.

2021-243492  
01/04/2021 02:03 PM  
Pgs=1



**CERTIFICATE OF LOCATION  
LODE MINING CLAIM**

**TO WHOM IT MAY CONCERN:**

The Undersigned hereby certifies that Mercury Exploration Nevada Inc., whose mailing address is 109 Schiller Bay NW, Calgary, Alberta T3L 1J9, has located the Winchester 41 lode mining claim in an unknown mining district, Eureka County, Nevada, on October 15, 2020. Said Claim is located in the following sections/projected sections:

<u>1/4</u>	<u>Section</u>	<u>Township</u>	<u>Range</u>	<u>Meridian</u>
<u>SW</u>	<u>19</u>	19 North	<u>53</u> East	Mt. Diablo
---	---	19 North	---	Mt. Diablo
---	---	19 North	---	Mt. Diablo
---	---	19 North	---	Mt. Diablo

The Claim is approximately 1500 feet long and approximately 600 feet wide, such that 10 feet is claimed in a Northerly direction and 1490 feet is claimed in a Southerly direction from the point of discovery (monument of location), at which the Notice of Location is posted, together with 300 feet on each side of the monument of location and centerline of the claim. The general course of the vein and these premises is north and south.

The position, and markings on each claim corner are as follows:

<u>Corner</u>	<u>Position</u>	<u>Description</u>	<u>Markings</u>
No. 1	NE Corner	2" x 2" x 4' Wood Post	NE Corner Winchester <u>41</u>
No. 2	SE Corner	2" x 2" x 4' Wood Post	SE Corner Winchester <u>41</u>
No. 3	SW Corner	2" x 2" x 4' Wood Post	SW Corner Winchester <u>41</u>
No. 4	NW Corner	2" x 2" x 4' Wood Post	NW Corner Winchester <u>41</u>

As erected on the ground, each corner monument is marked as described above by metal tags.

The work of location consisted of making the claim maps as provided in NRS 517.040.

Mercury Exploration Nevada Inc.

By: Sandi Sullivan  
Sandi Sullivan, Agent