GEOLOGIC COLOUR CODES

003989

DDH's

Unit	Colour Code
2GO, 2G4	929
2HO, 2H4	931
2J88	933
2CE ≡ 2E1 ≡ 2C3	915/922 slash
2DE ≡ 2DE4 ≡ 2D34	918/922 slash
2E44, 2F4, 2J4	925
2E4, 2K4, 2FO	924
2EO, 2KO	922
2D4	921
2B4, 2DO	918
2BO	915
2D45	921/-
2B5, 2D5	918/-
2A4	942
2CO	916
2C5	916/-
2AO	968

BLASTHOLES

Unit	Colour Code
2GE	928
2EH	931
2JK	906
2CE	915/922 slash
2EF	924
2EO	922
2BD	918
2AD	942
2CD	916
2AC	915/-
2AO	968

Alteration

4LO	914		4LO 914
4L6 - 3G str.	914/908	chlorite & stringers.	
4LI4, 4L2, 4LI2, 4LI24	914/924	quartzose & sulphides	
4L7	914/931	pyrrhotite	

OTHER ROCK UNITS

1E	965	1E/3E	965
10F	927	10F	927

RST May 84.

nb /- means black slash.

Coding Ore

1st Digit 1-8 defines ore horizon

2nd & 3rd Digit as before defines ore type.

Ore Type		1st digit	ie 2nd & 3rd Digit	
2 Undivided	=	1-8	01	
2 AO	=	1-8	11	
2 BO	=	1-8	22	
2 CO	=	1-8	33	
2 DO	=	1-8	44	
2 EO	=	1-8	55	
2 FO	=	1-8	66	
2 GO	=	1-8	77	
2 HO	=	1-8	88	
2J &/or 2K	=	1-8	99	↑ pure
2 AC	=	1-8	13	↓ interbanded
2 AD	=	1-8	14	
2 BCD	=	1-8	23	
2 BC	=	1-8	32	
2 BD	=	1-8	24	
2 CD	=	1-8	34	
2 CE	=	1-8	35	
2 EH	=	1-8	58	
2 EG	=	1-8	57	
2 AE	=	1-8	15	
2 CG	=	1-8	37	
2 CS	=	1-8	31	
2 EF	=	1-8	56	

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Coding Waste

1st Digit 1-8 defines ore horizons
1st Digit 9 " waste types

3AO	=	930
3A bx	=	931
3DO	=	932
3D bx	=	933
3C, 3B, 3H	=	934
3C, 3B, 3H bx	=	935
3E	=	936
3F	=	937
3I	=	938
3G	=	939

1CD	=	910
1CD bx	=	911
1DO	=	912
1DO bx	=	913
1D4 (2E)	=	914
2L [1D4]	=	915
1EO [1D2]	=	916
1FO [1H0]	=	917

5AO	=	950
5B	=	951
5C, 5D, 5F	=	952
5E	=	953
5G	=	954

Overburden	=	996
Undefined waste	=	997
Air	=	998

Intrusive Rocks

10A	=	980
10B	=	981
10C	=	982
10D	=	983
10E	=	984
10F	=	985
10G	=	986
10H	=	987
10I	=	988
10Q	=	989

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