



Mineral Tenure Maintenance

MUD® technology adds value to efforts to maintain claims

With all the requirements to maintain mineral tenures, it's easy to get caught with looming deadlines with no or little ground work completed. Without sufficient technical work completed, valuable properties or mineral claims intended for further exploration and development could be forfeited.

Some jurisdictions allow companies to pay cash in lieu (CIL) for required work credits, which is almost always more costly than completing work for the assessment credits. Paying cash instead of completing work takes care of the immediate need but it doesn't add to the development of the property. Auracle's MUD® (Mapped Underworld Dimension) qualifies as technical work needed to maintain tenures and can be used to advance new geographic and geological information by identifying apparent and non-apparent geological structures, including faults, fractures, lineaments and shear zones.

Because the work is conducted using satellite imagery, it produces no human footprint and requires no work permit. It is available year-round, even during poor weather. The system works at, near and under the Earth's surface to see geological structure through deep vegetation, ice, snow, water and overburden.

MUD® is cost-effective and can be customized to fit your schedule, deadline and budget.

Deliverables include:

- Geological and geo-structural Interpretation of subsurface and surface
- Linear Feature Model (fissures, faults, cracks, joints, and fractures)
- Apparent Resistivity Model and map
- Strike and Dip Model of linear features
- Point Cloud Stratigraphic Sections
- Technical Report

About Auracle

Auracle Geospatial is a remote sensing company that has developed a cutting-edge satellite deep penetrating radar technology, MUD®, which adds subsurface geological intelligence, including faults, fractures, lineaments, and shear zones. MUD® expedites groundwork by focusing directly on identified targets, in dimensions previously unseen to the naked eye.