

Appendix A.

Photographic Damage Mapping

Stawamus Chief

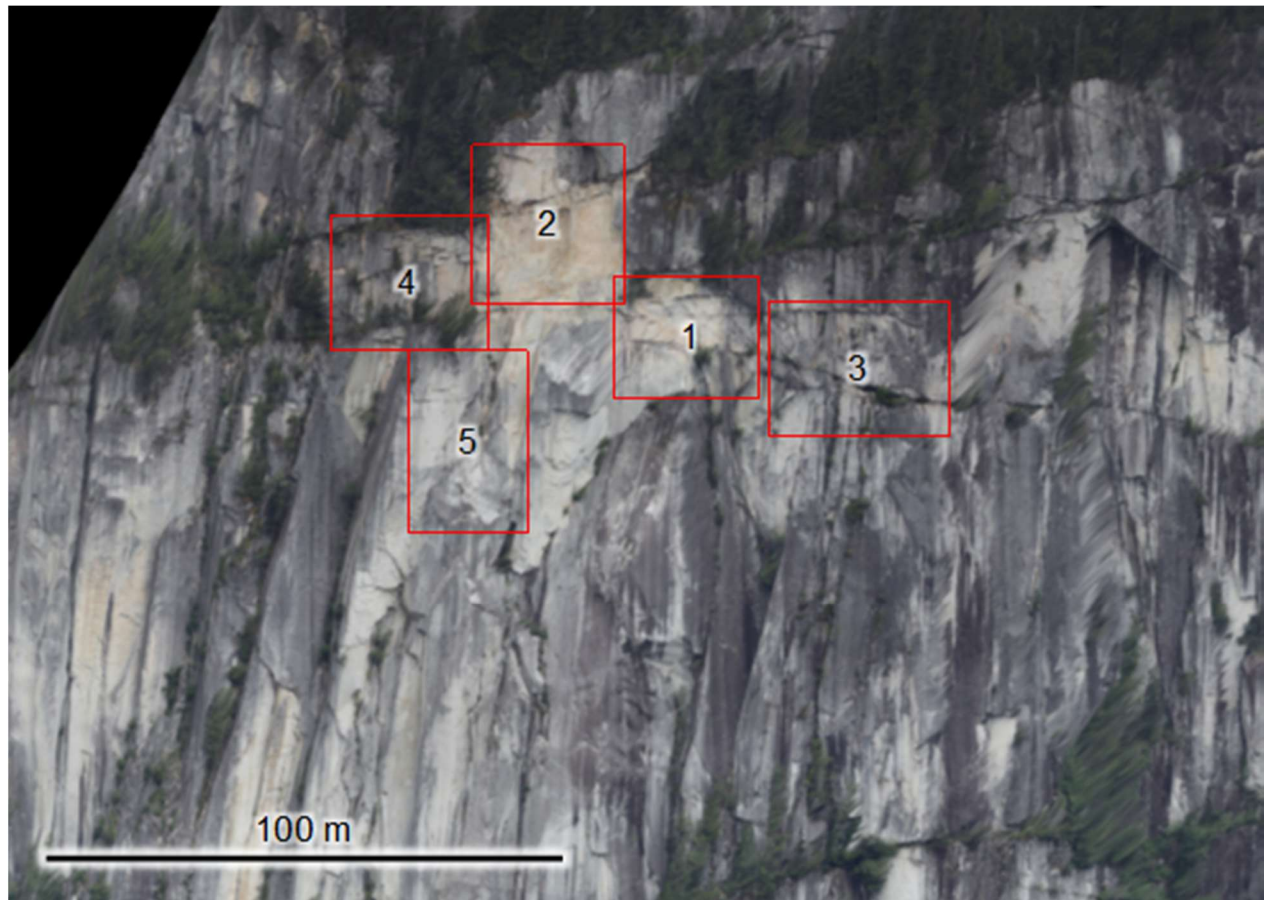




Figure A1: Key plan of Chief photographic damage mapping windows

Chief Trace Mapping Legend:	
	Damage Trace
	Pre-existing Discontinuity

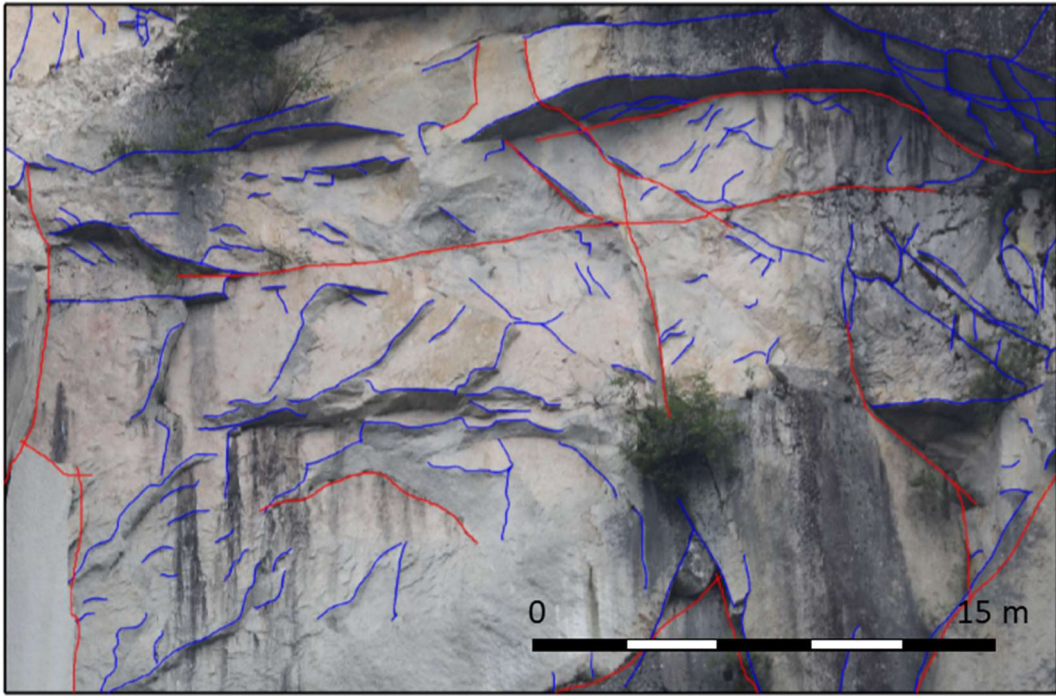


Figure A2: Chief damage mapping window 1

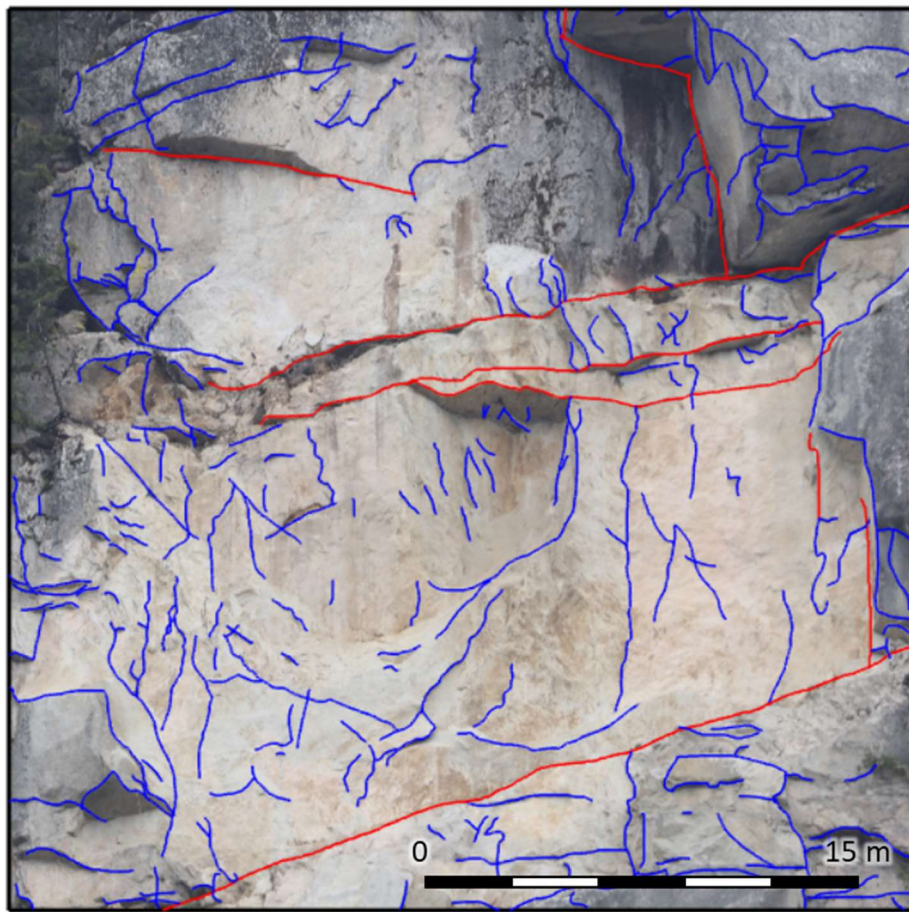


Figure A3: Chief damage mapping window 2

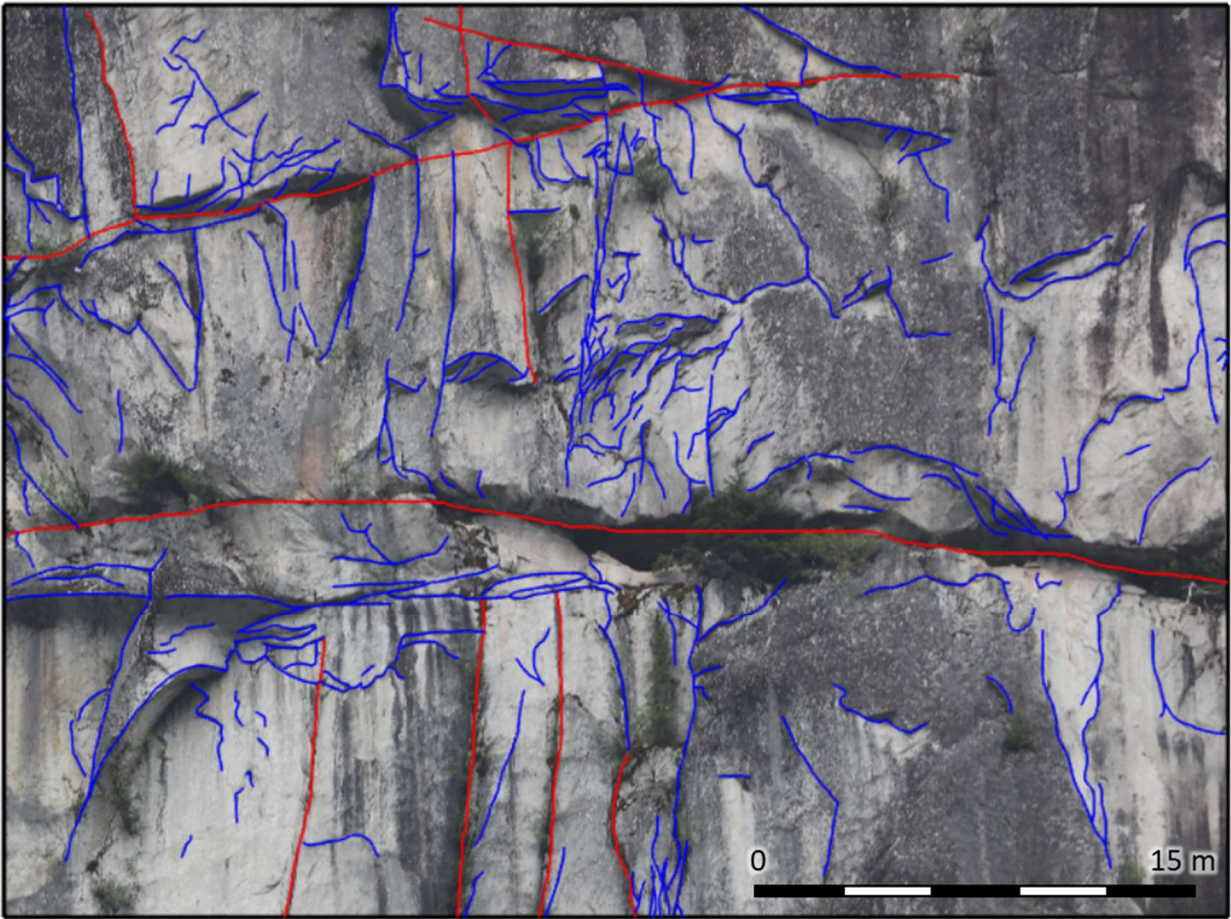


Figure A4: Chief damage mapping window 3



Figure A5: Chief damage mapping window 4

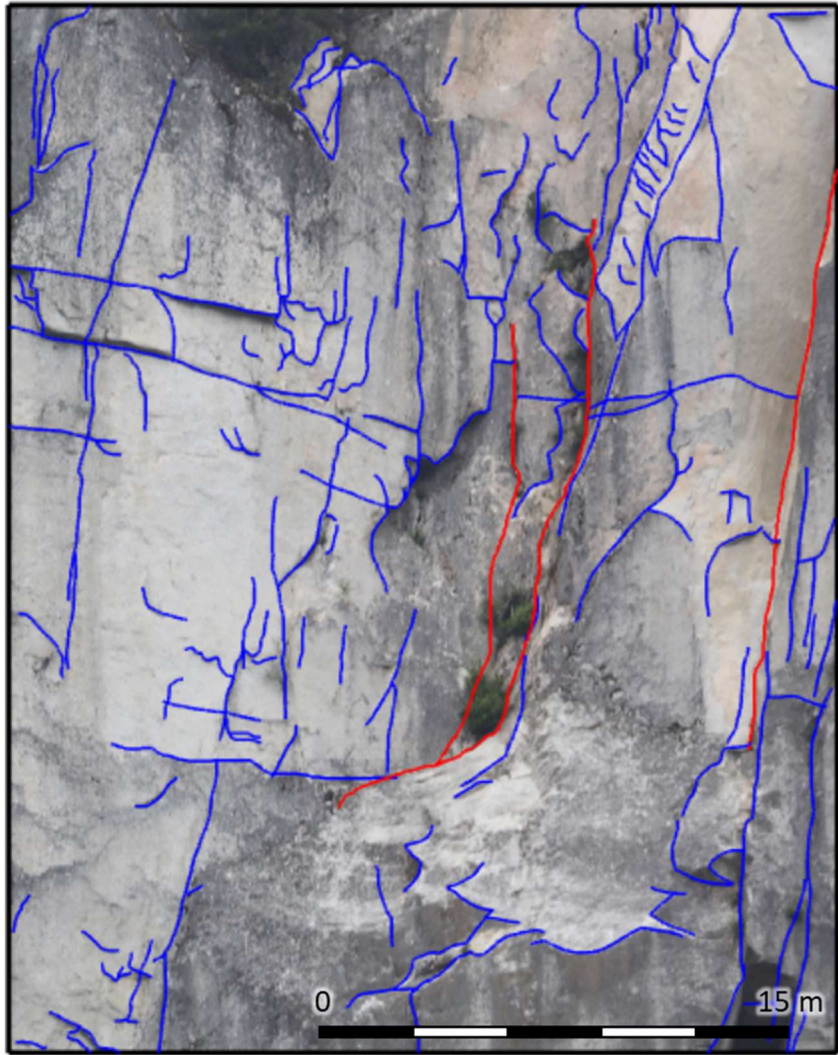
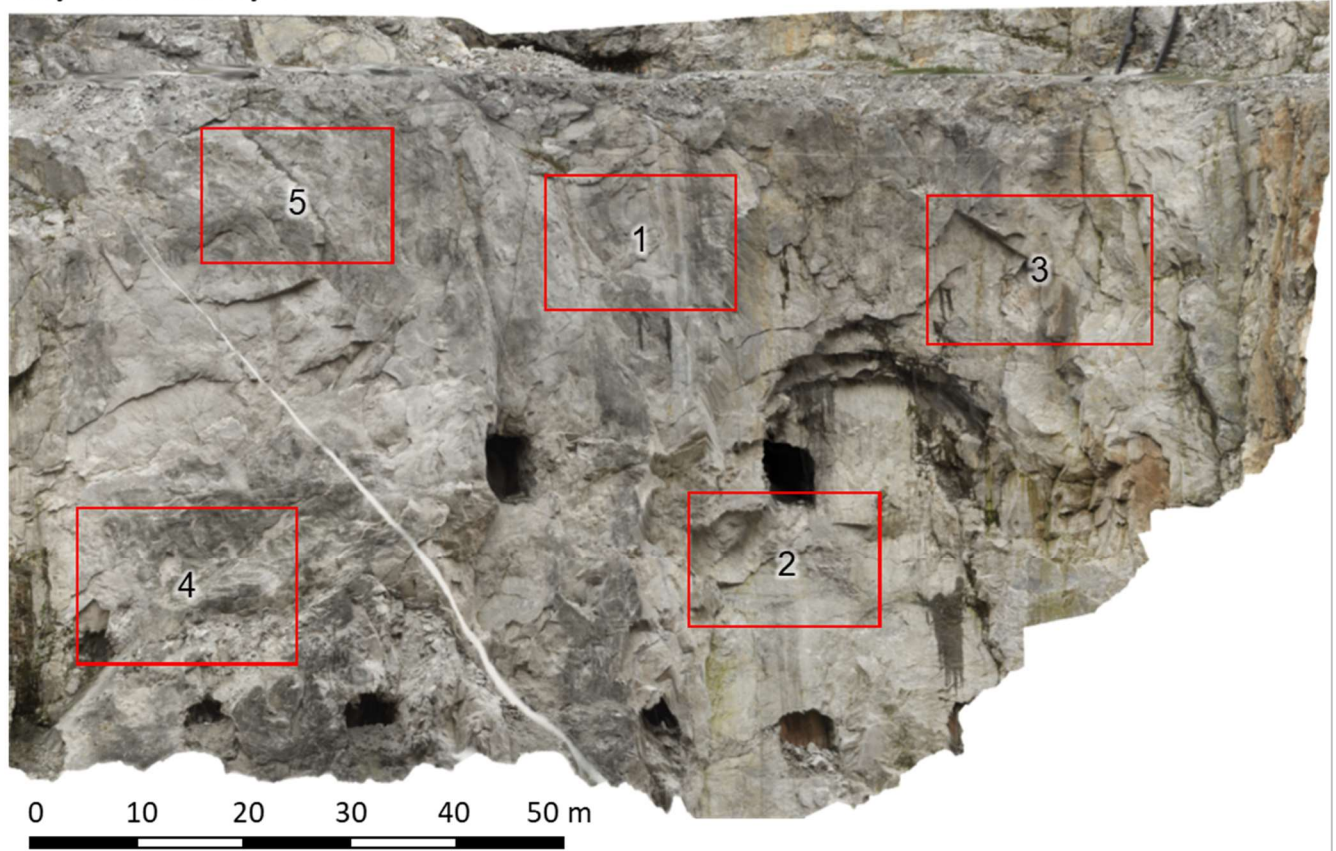


Figure A6: Chief damage mapping window 5

Diavik

Key Plot—Survey 1



Key Plot—Survey 2

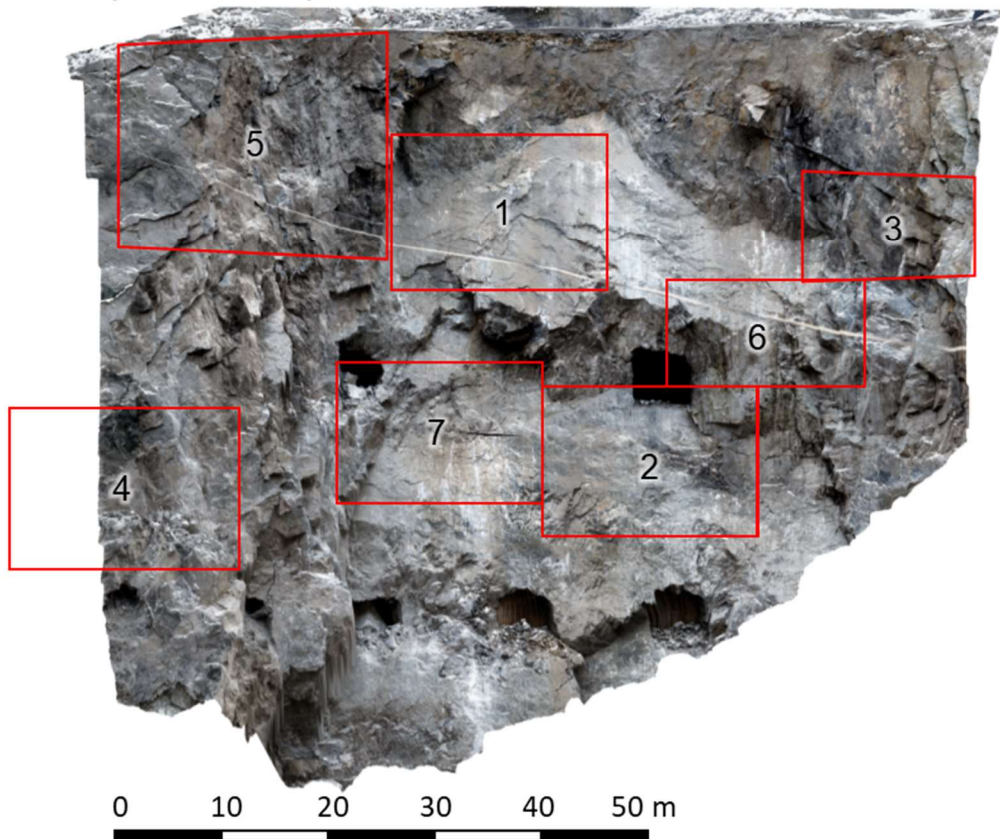


Figure A7: Key plan of Diavik photographic damage mapping windows

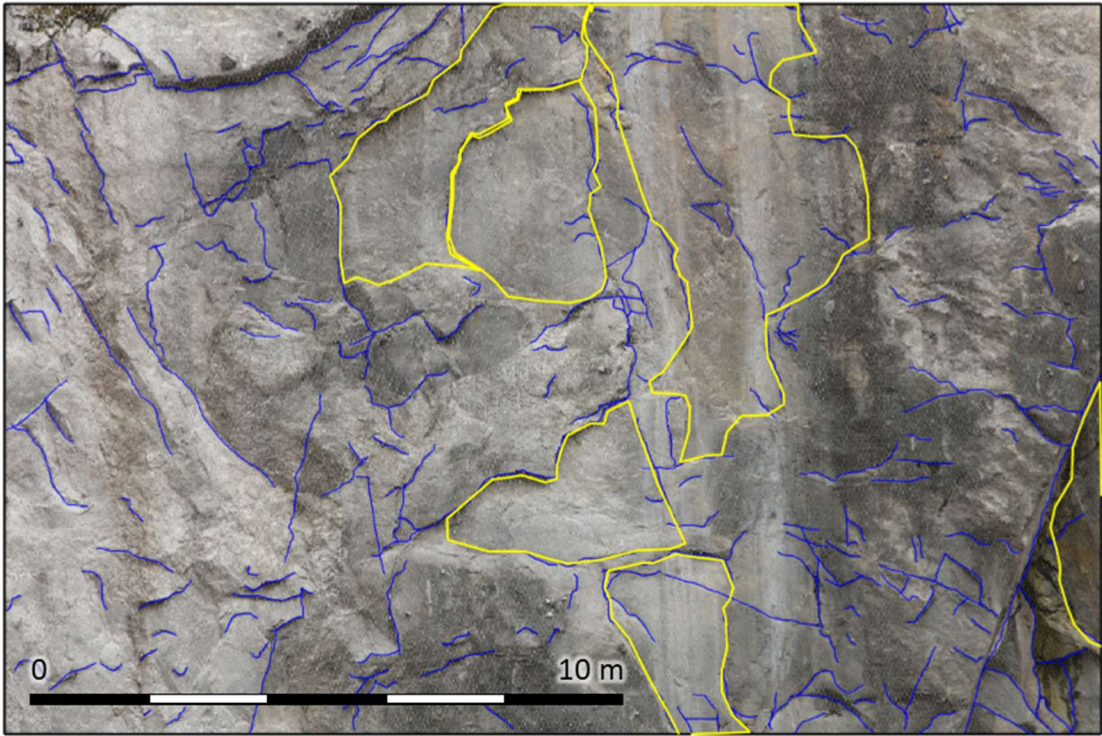


Figure A8: Diavik damage mapping window 1-1

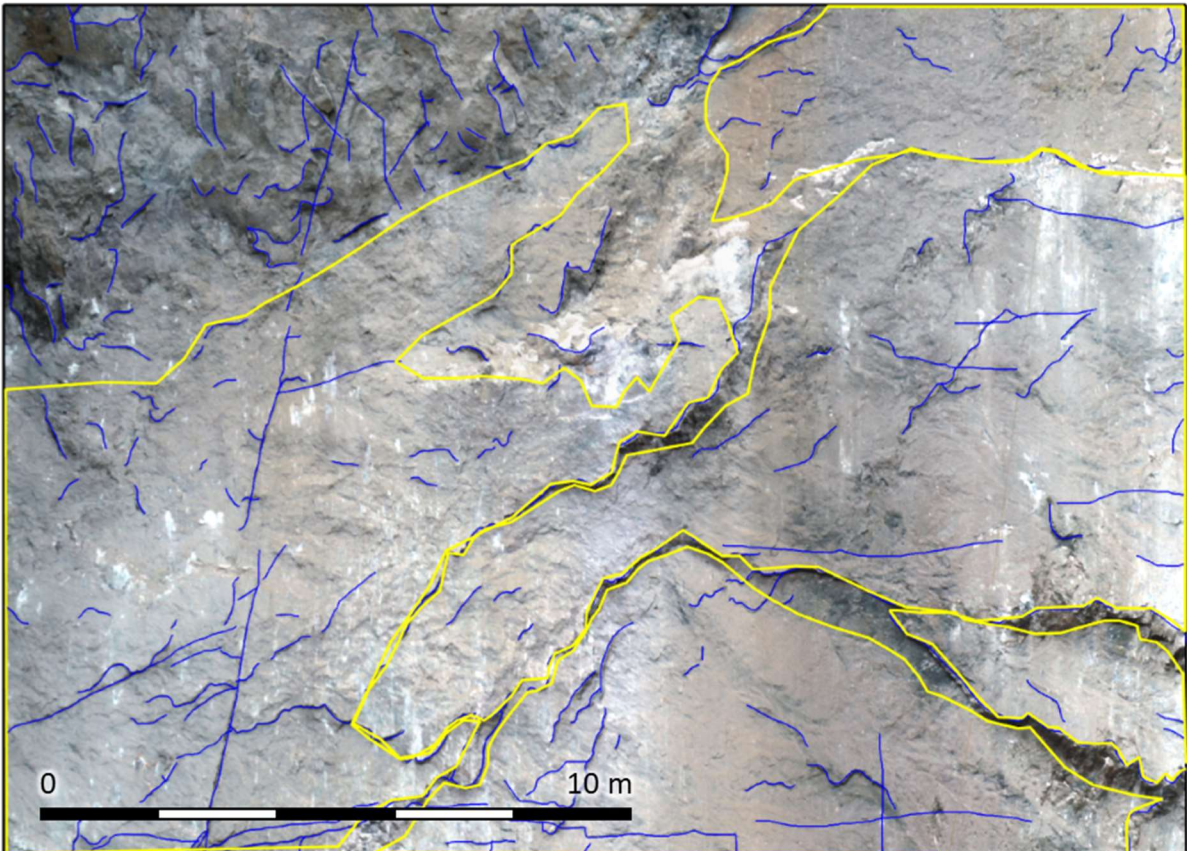


Figure A9: Diavik damage mapping window 1-2

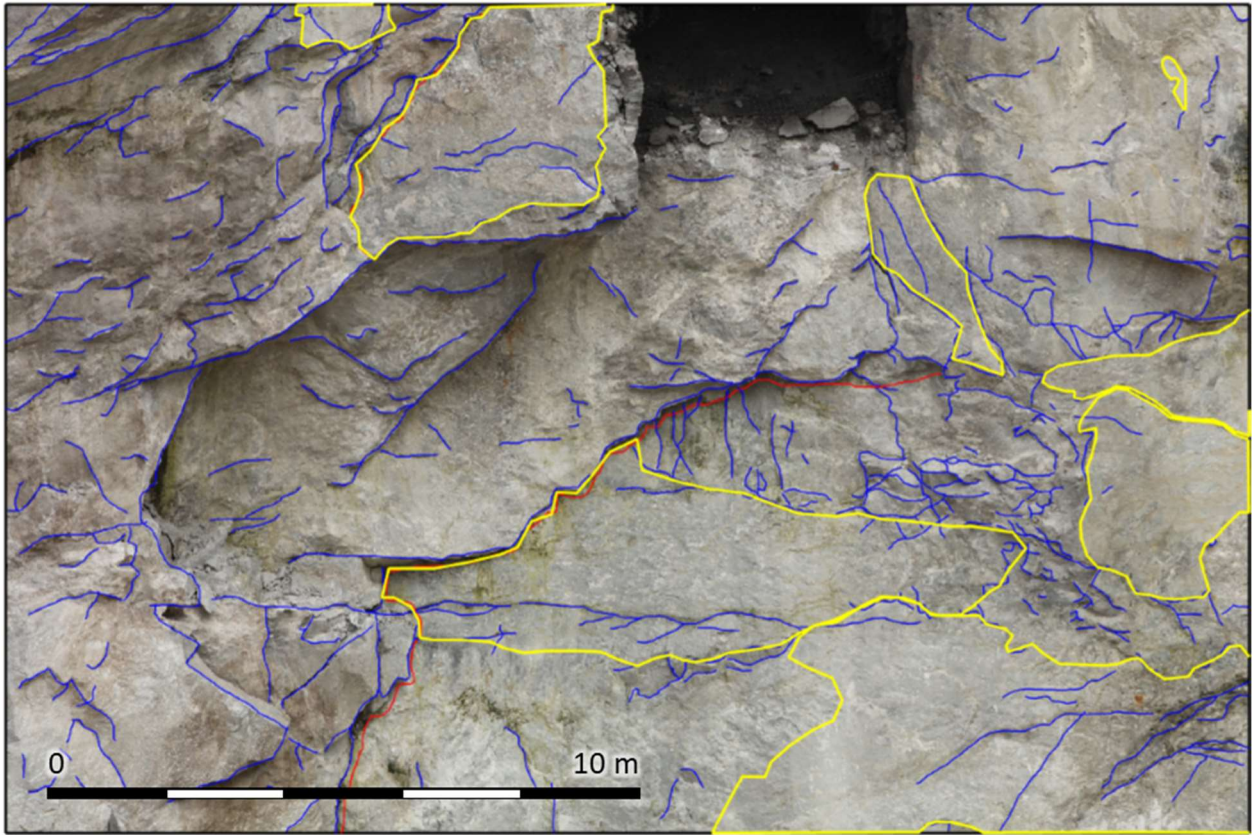


Figure A10: Diavik damage mapping window 2-1

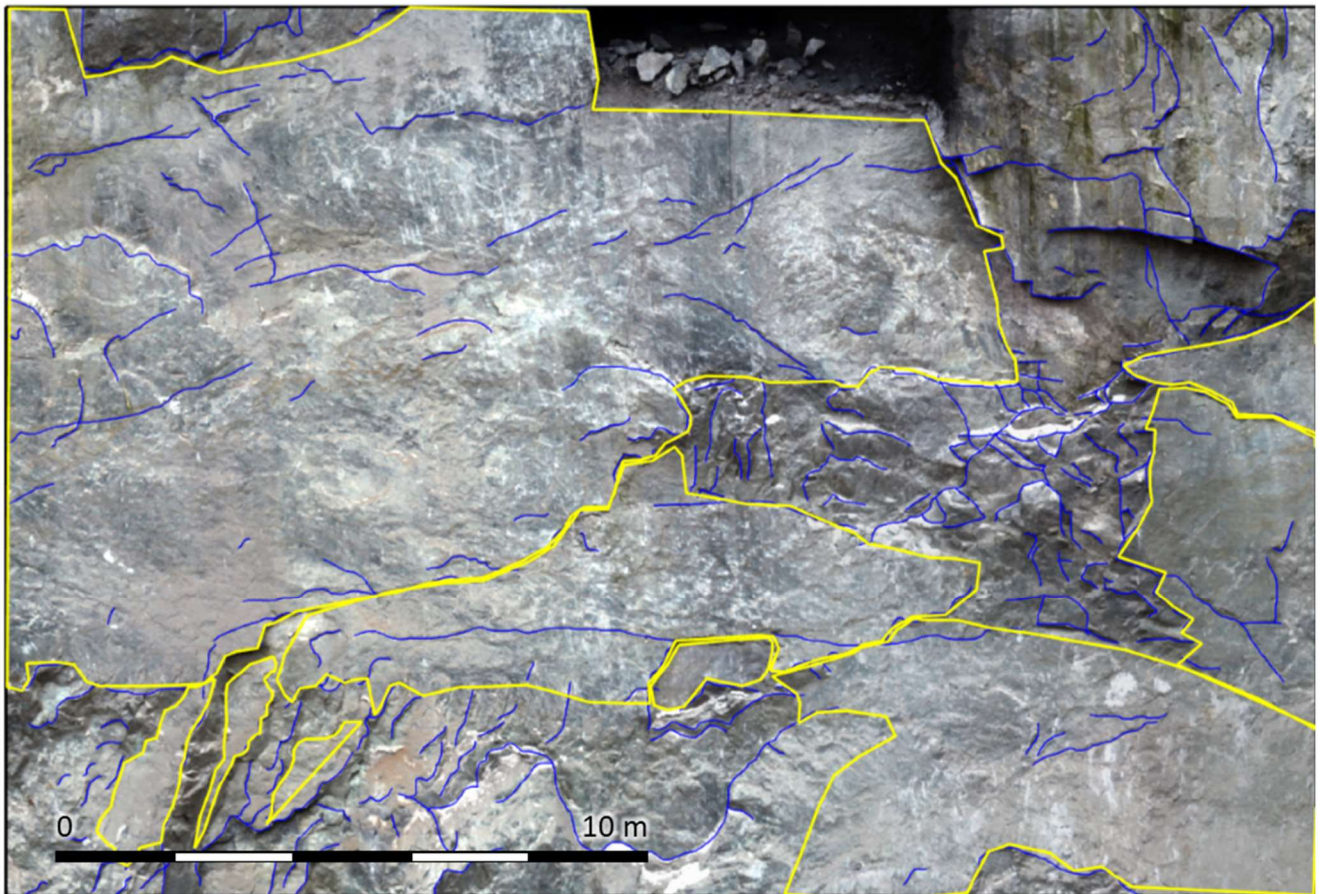


Figure A11: Diavik damage mapping window 2-2

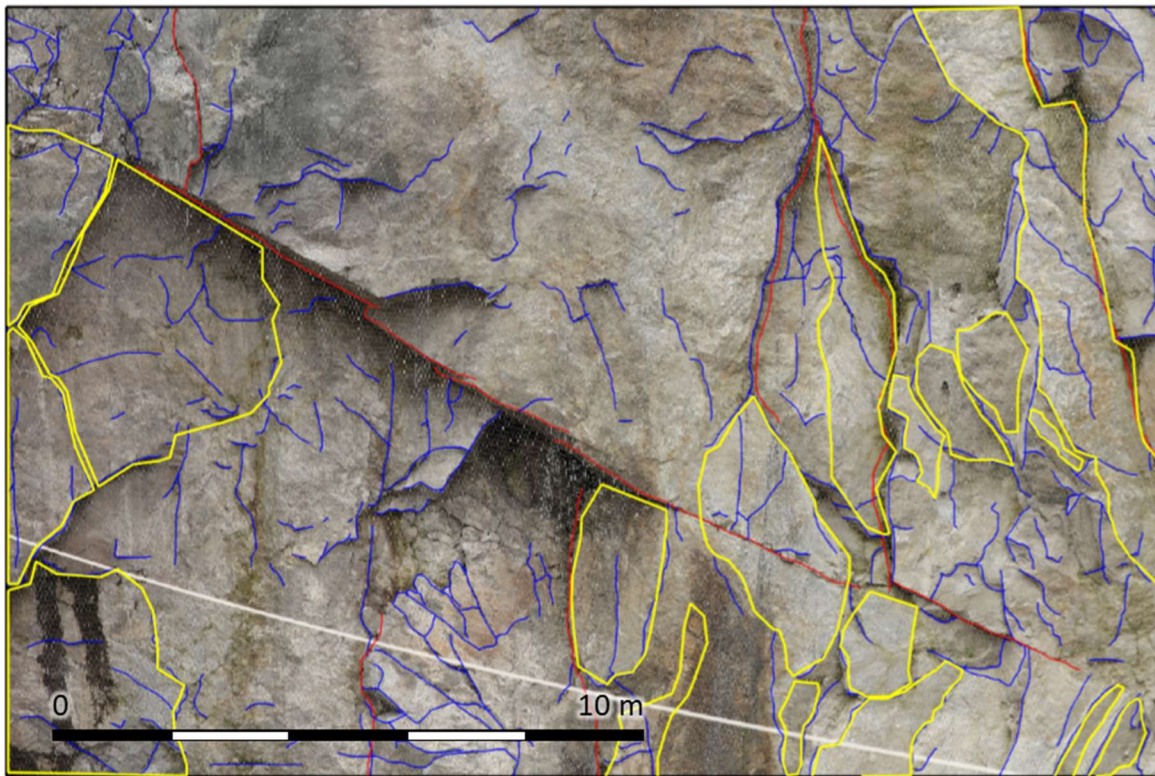


Figure A12: Diavik damage mapping window 3-1

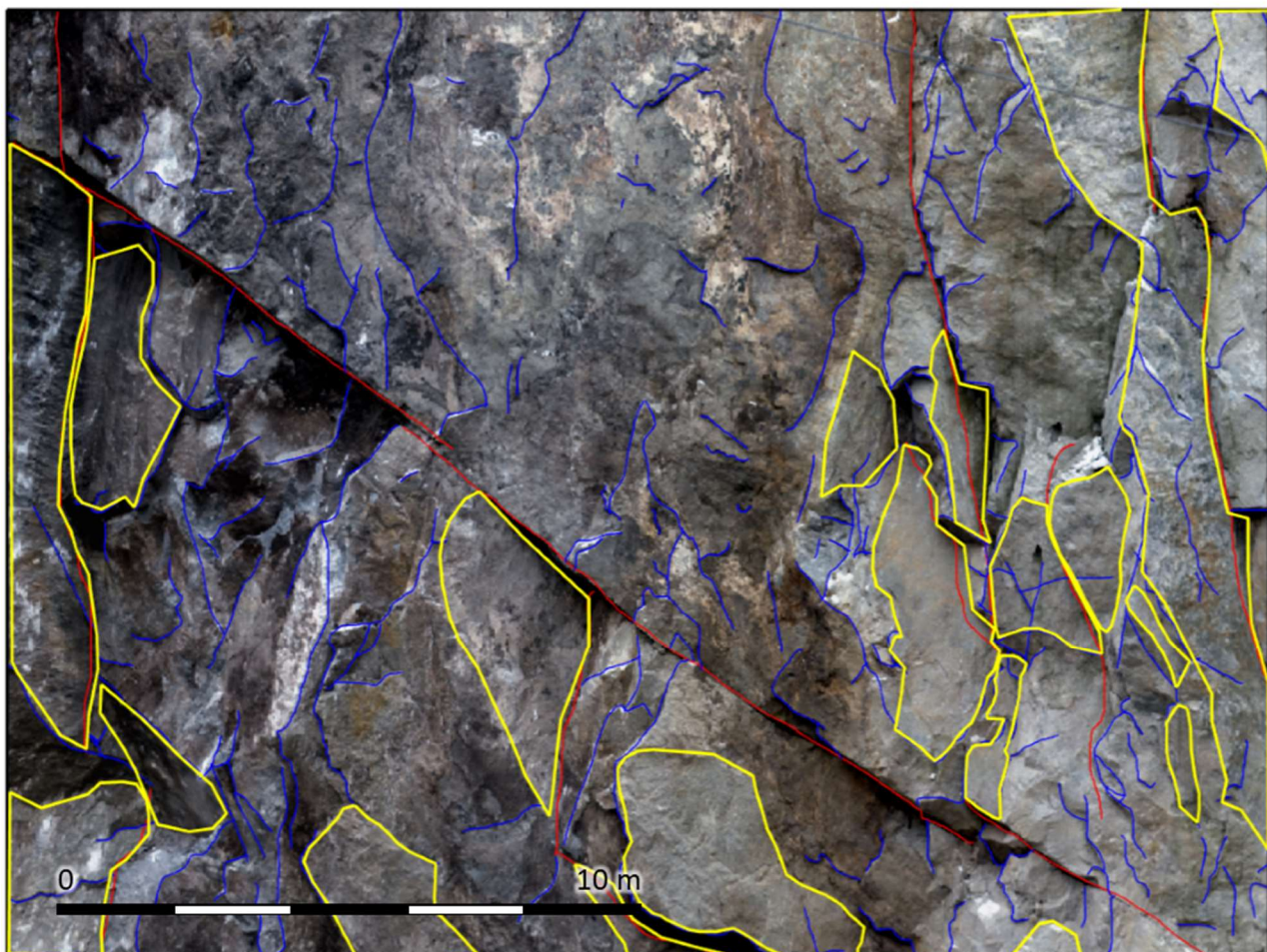


Figure A13: Diavik damage mapping window 3-2

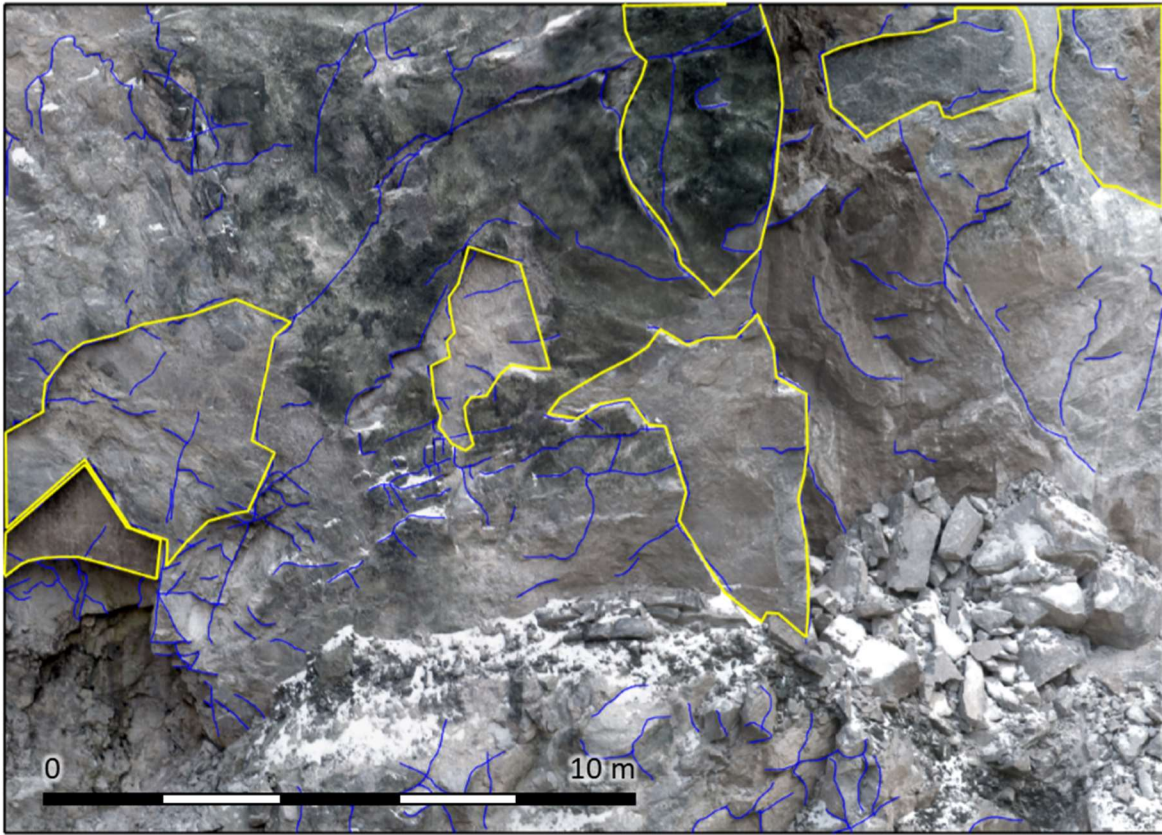


Figure A14: Diavik damage mapping window 4-1

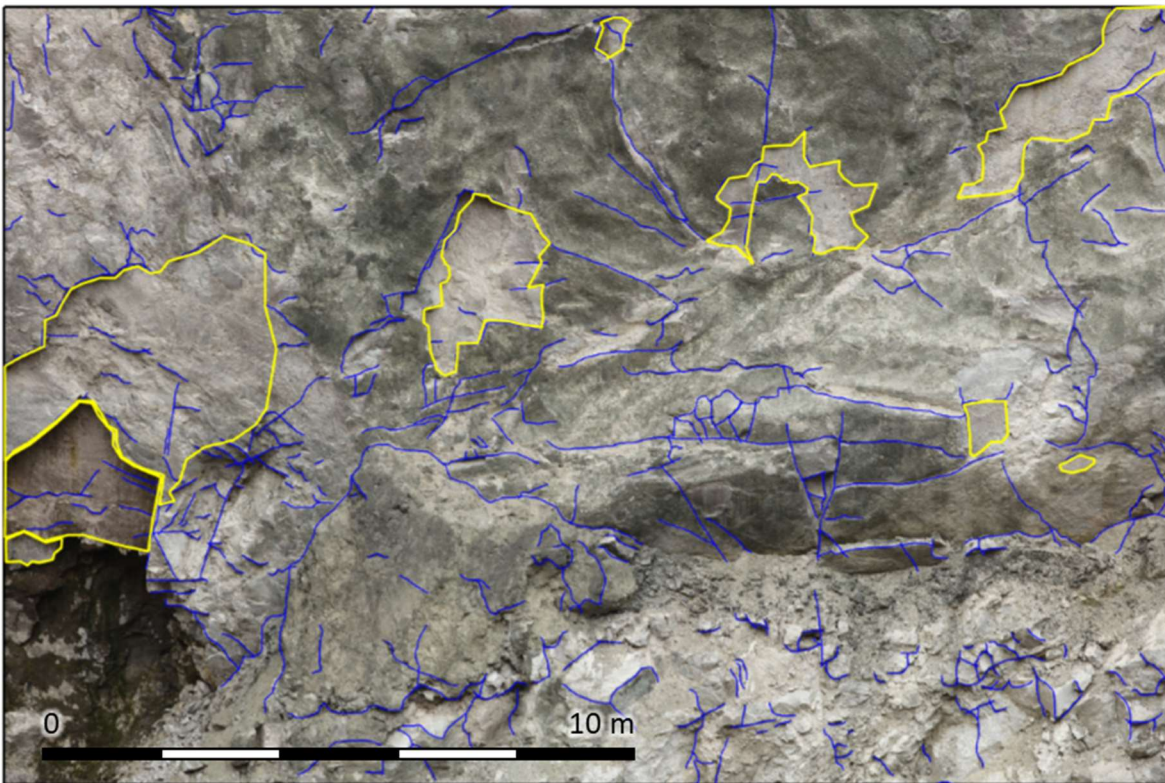


Figure A15: Diavik damage mapping window 4-2

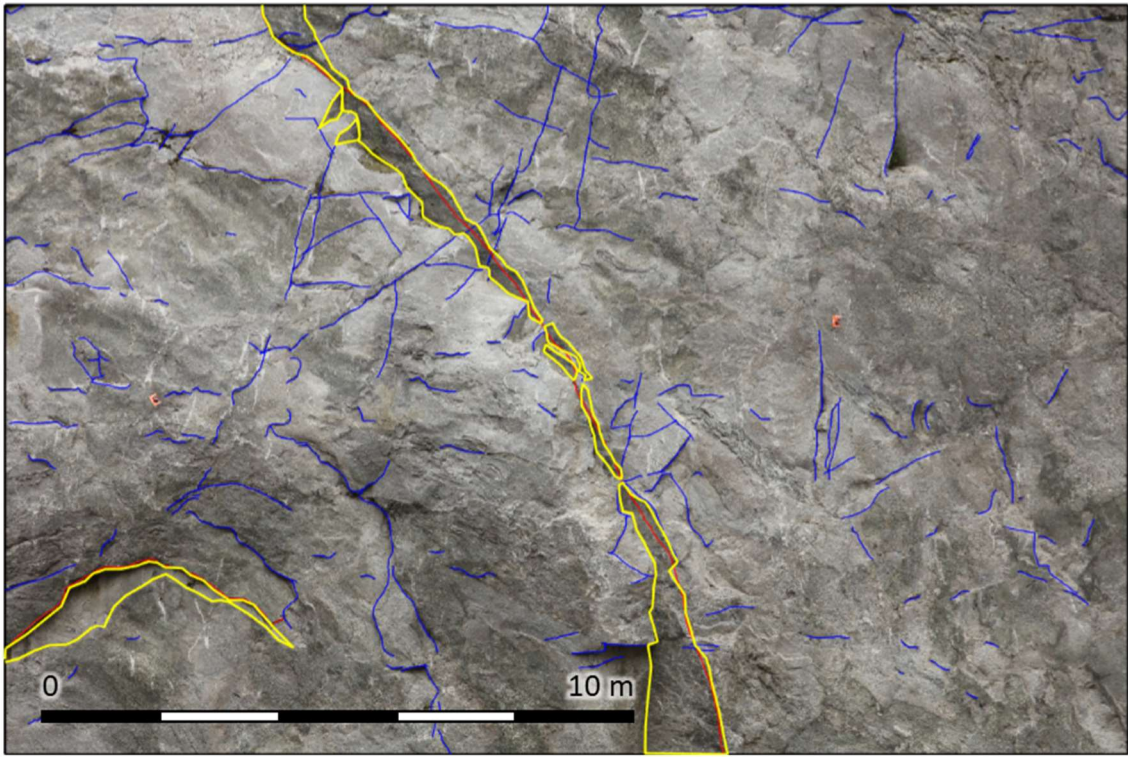


Figure A16: Diavik damage mapping window 5-1

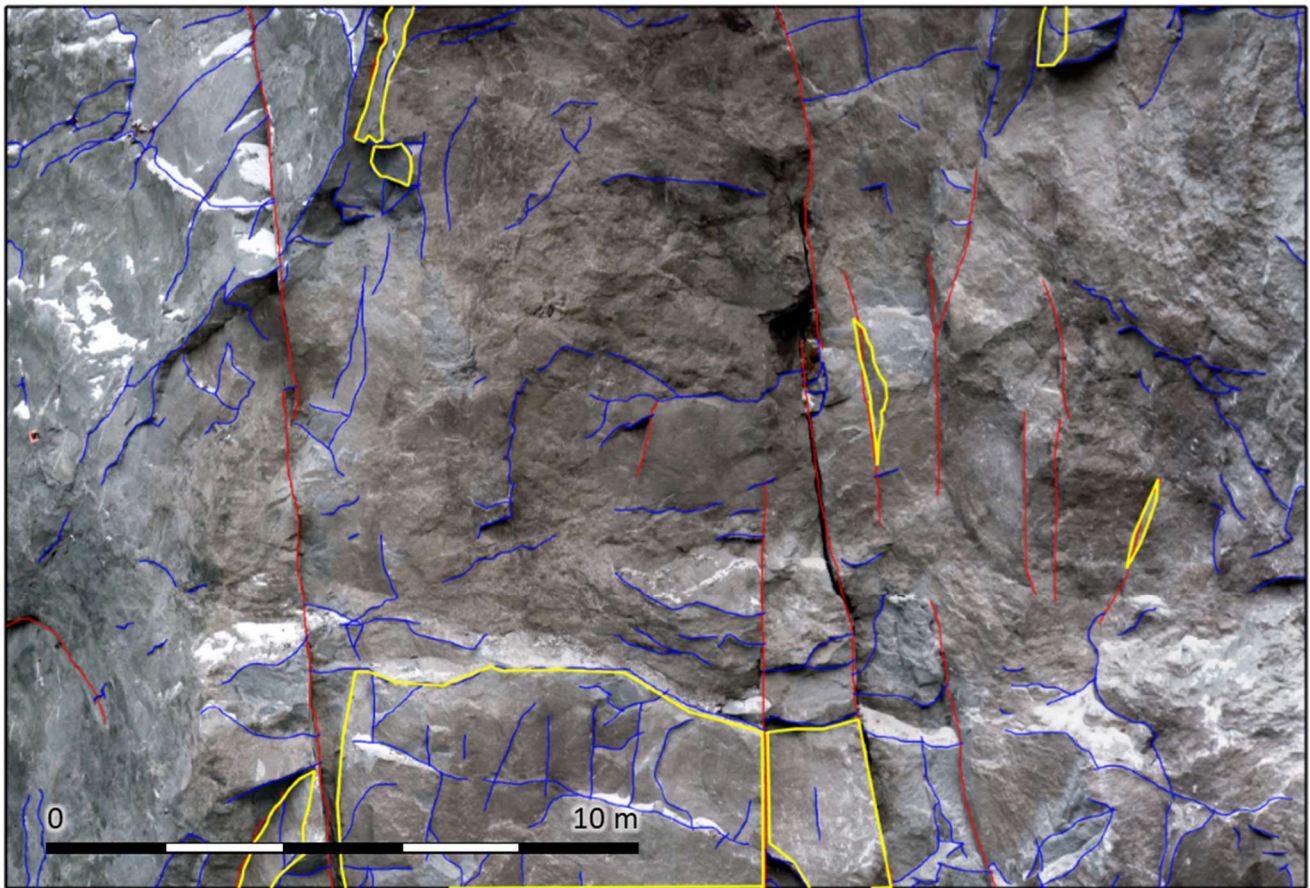


Figure A17: Diavik damage mapping window 5-2

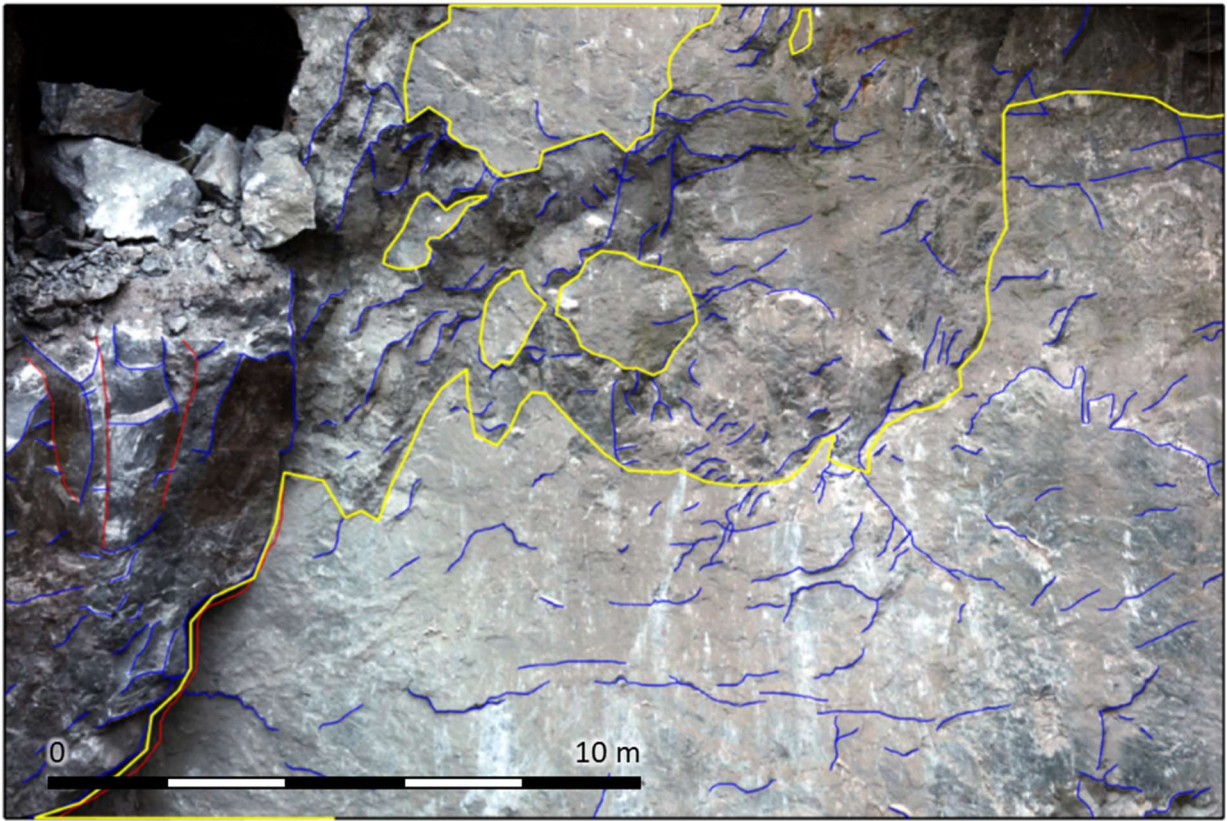


Figure A18: Diavik damage mapping window 6-2

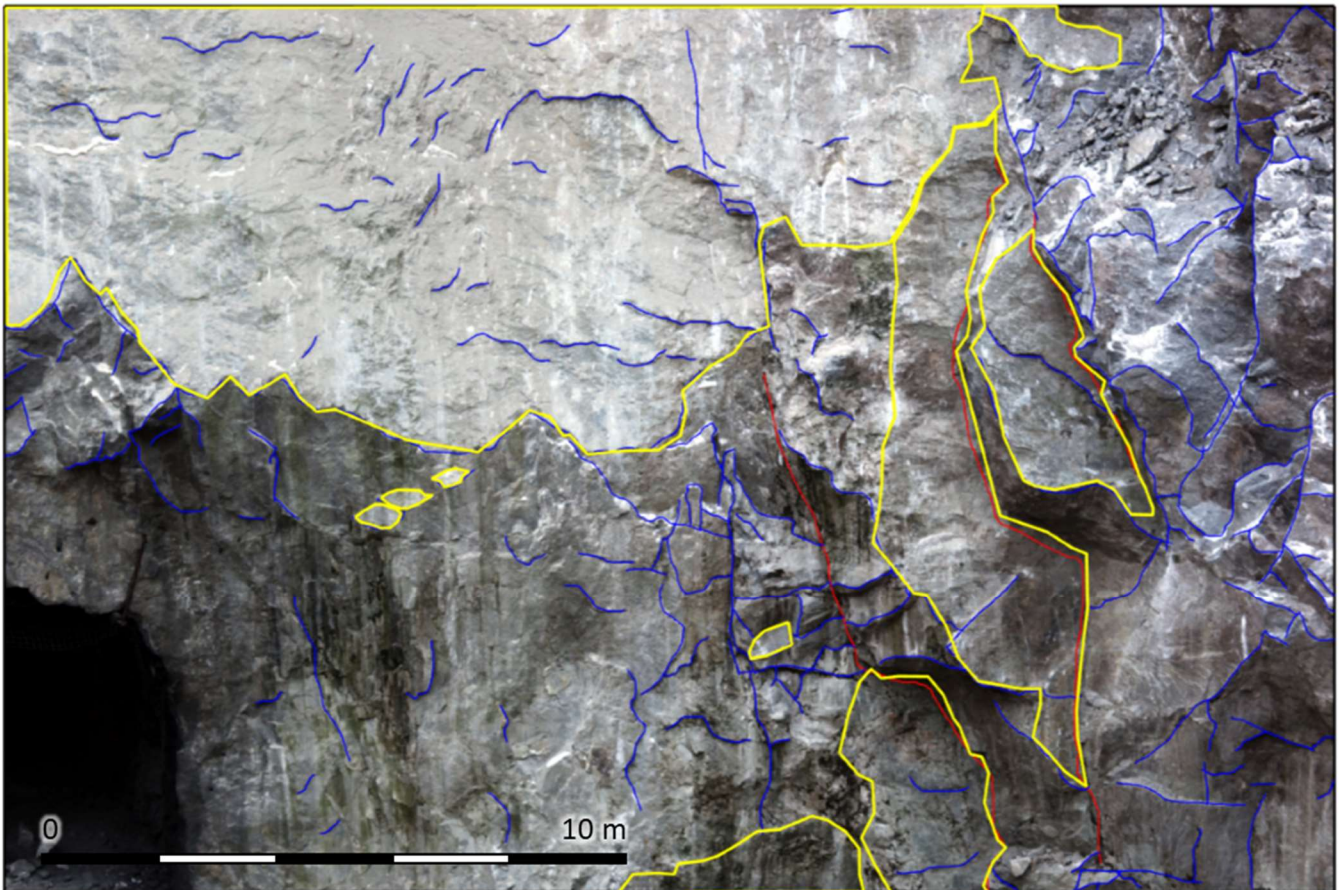


Figure A19: Diavik damage mapping window 7-2