

Proposal Content Document

Table 1: General proposal content description

Proposal title	Wuudagu Bauxite Project
Proponent name	VBX Limited
Short description	<p>VBX Limited propose to construct and operate a bauxite mining, beneficiation and export operation in northern Western Australia in the Shire of Wyndham-East Kimberley (Figure 1).</p> <p>Bauxite will be mined from two primary resource areas, approximately 15 km west of Kalumburu. Mined material will be upgraded via a beneficiation plant at the mining areas, then hauled approximately 30 km north to Guy Point, where it will be stockpiled and loaded onto barges via a conveyor, for transshipping to larger vessels offshore. Other ancillary support infrastructure will include facilities for landfill, power, desalination and groundwater abstraction.</p> <p>The initial life of the project is expected to be approximately 10 years.</p>

Table 2: Proposal content elements

Proposal element	Location / description	Proposed Amendment
Physical elements		
Development Envelope	Figure 2	Total development envelope not to exceed 7,789.4 ha. Terrestrial development envelope not to exceed 7,065.5 ha. Marine development envelope not to exceed 723.8 ha.
Construction elements		
Disturbance Footprint, including, but not limited to:	Figure 2	Terrestrial disturbance for construction not to exceed 1,771.8 ha within 7,065.5 ha terrestrial development envelope.
Terrestrial construction	Figure 3	Marine disturbance for construction not to exceed 3.5 ha within 723.8 ha marine development envelope.
<ul style="list-style-type: none"> - Mining areas - Haul road and utilities corridor - Beneficiation plant - Conveyor and load-out facilities - Product stockpile - Accommodation camp - Groundwater bore field - Desalination plant - Power generation facility - Landfill and waste water treatment - Support infrastructure 		
Marine construction		
<ul style="list-style-type: none"> - Barge loading facility (BLF), pile and truss jetty - Marine offloading facility (MOF) - Landing craft ramp (LCR) - Barge mooring points 		

Proposal element		Location / description	Proposed Amendment
Operational elements			
Mining production		Figure 2	Up to 9 million tonnes per annum (Mtpa) of mined ore
Mining methods		Figure 2	Surface mining methods, with an average depth of 4 m. Dewatering will not be required. Stockpiled overburden will be returned to mined areas.
Beneficiation		Figure 2	Beneficiation plant at the mining areas.
Transshipment and Barge Mooring		Figure 2	Three transshipment anchorage locations, with a total area extent of 337 ha. Twelve barge mooring points.
Desalination Plant		Figure 2	Up to 2 GLpa potable water production.
Groundwater abstraction		Figure 2	Up to 1.6 GLpa groundwater abstraction.
Power generation		Figure 2	Up to 6 MVA power generation facility.
Waste Management and Landfill		Figure 2	Class II putrescible landfill for domestic and inert wastes generated onsite.
Proposal elements with greenhouse gas emissions			
Scope 1	Plant, equipment, electricity, land clearing	Current annual average estimate of 75,000 tCO ₂ e per year. Current peak annual estimate 93,000 tCO ₂ e.	
Scope 2	0 (zero) tCO ₂ e per year.		
Scope 3	Current estimates for total life of project are 137,000,000 tCO ₂ e.		
Rehabilitation and Closure			
Rehabilitation and closure planning will form an early component of all operational planning for the mining areas. Stockpiled overburden and soil material will be returned to the mined areas for progressive rehabilitation. Infrastructure to be removed within 3 years of closure, unless otherwise agreed to retain for future land use.			
Other elements which affect extent of effects on the environment			
Proposal time*	Maximum project life	Initially 10 years	
	Construction phase	4-6 months	
	Operation phase	Initially 10 years	
	Decommission phase	Up to 3 years	

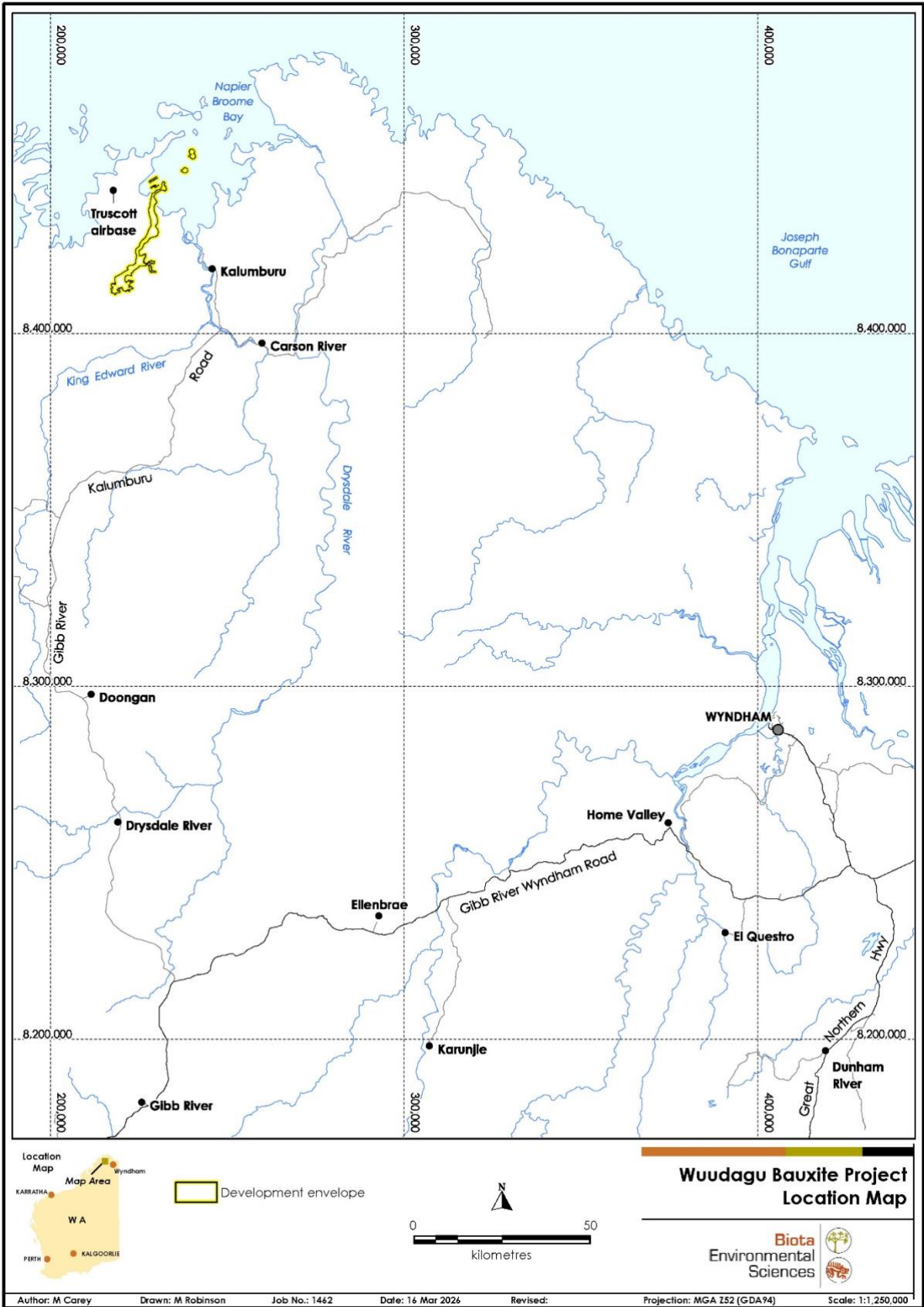


Figure 1. Wudagu Bauxite Project - Regional Location

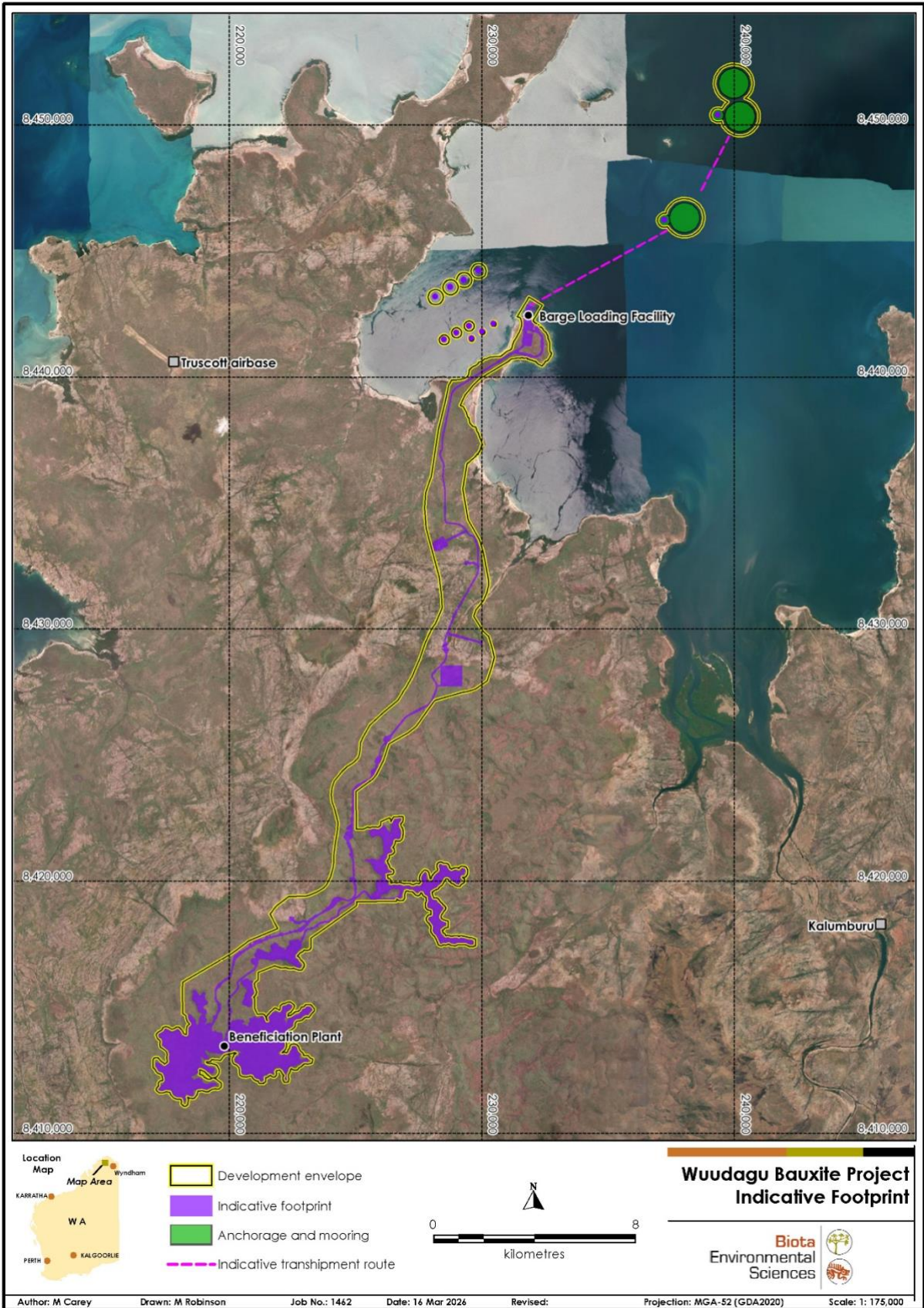


Figure 2. Wuudagu Bauxite Project - Development Envelope and Indicative Footprint

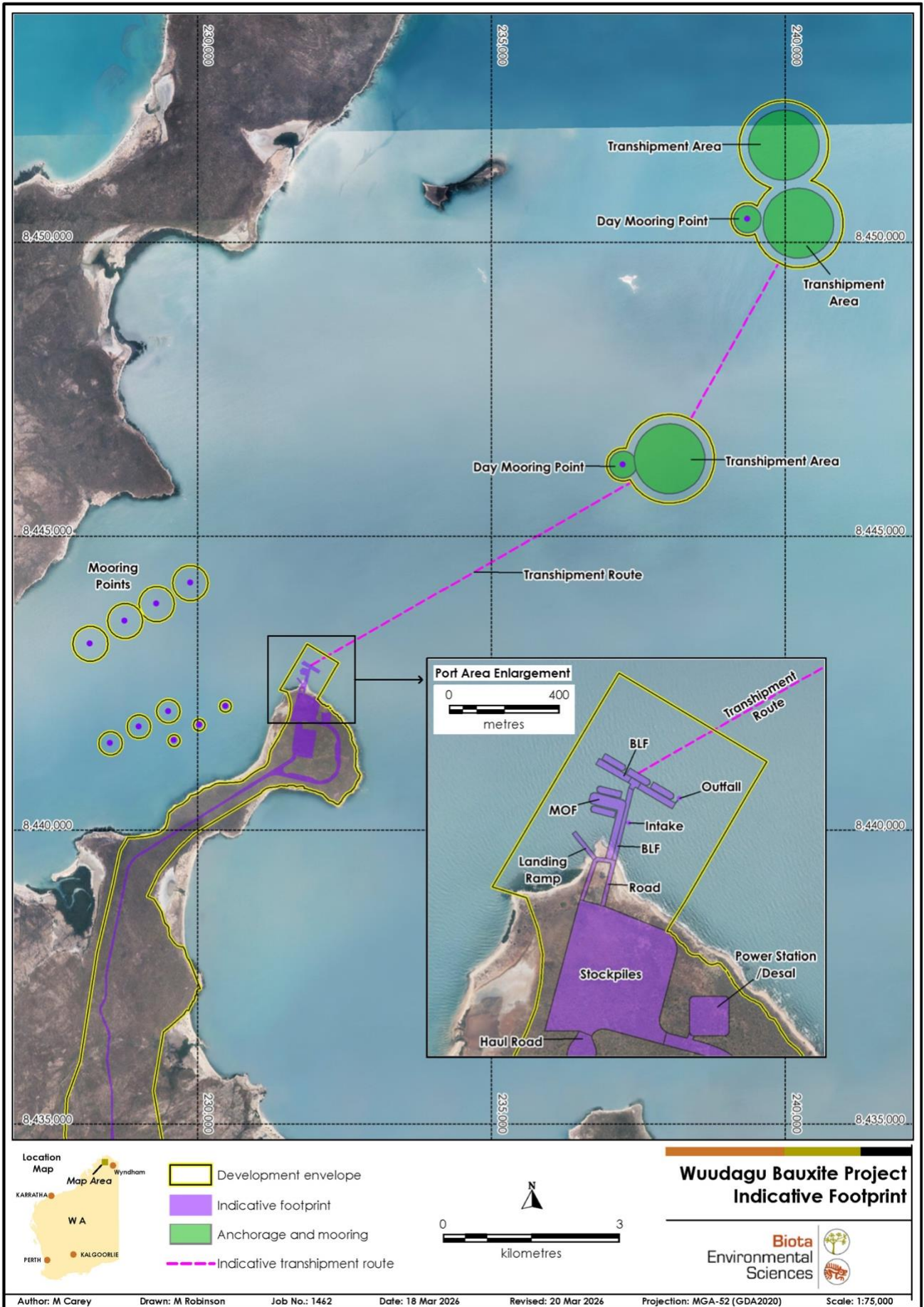


Figure 3. Wuudagu Bauxite Project – Guy Point Layout