

Maximum Acceptable Stripping Ratio

Starting at the base of the model, an imaginary inverted cone is constructed based on the Maximum Slope. The number of non-ore, ore, and air voxels within the cone are then totaled. If the total number of non-ore voxels within the cone divided by the total number of ore-grade voxels within the cone exceeds the Maximum Acceptable Stripping Ratio, or if the cone extends beyond the Project Dimensions or the Property Boundary, the ore at the cone apex will be classified as un-mineable. Conversely, if the apex voxel is classified as mineable, none of the voxels within the corresponding cone will be subjected to the same test because a lower cone justifies their inclusion. Instead, they will be classified as mineable. As a consequence, it is possible to create a pit in which the overall stripping ratio is greater than the Maximum Stripping Ratio cutoff. The Optimize option will apply the Maximum Stripping Ratio cutoff to the entire pit and successively increase the base of the model until either the totals fall within the Maximum Stripping Ratio cutoff or there is nothing that can be extracted given the various menu settings.

