

INDEPENDENCE GROUP

Greenfields Mineral Exploration and Project Development in Victoria

Submission to the Economic Development and Infrastructure Committee – September 2011

Credibility

Corporate:

- \$1.0B \$1.5B market capitalisation
- \$10B+ of metal in the ground
- company based on exploration success
- success with multiple commodities

Individuals involved in this submission:

- in excess of 100 yrs of relevant experience
- exploration, permitting, operations, closure
- all Australian states + international



Geological prospectivity

- Victoria has excellent geological prospectivity
- Competing land use is manageable
- Need to attract small to medium explorers
- GeoScience Vic output is not 'class-leading'
- Technology can change the field



Cost of doing business

- Victoria is a relatively expensive jurisdiction;
 - on-ground costs vs. compliance costs
 - significant non-attributable costs
 - work plan requirements
 - multiple decentralised agencies
 - high start-up costs



Would IGO explore here?

Question:

•Would have JML / IGO have come to Victoria if Stockman was an exploration play (vs. a known deposit)?

Answer:

Probably not

•So then, what are the issues?



Producing minerals

All major production discovered decades ago:

Vein gold discovered 1800's

•Brown coal discovered 1800's?

•Oil and gas discovered 1950/60's BHP?

Mineral sands discovered 1970's CRA?

•Base metals discovered 1970's WMC



Perception

Victoria has a poor perception as a mining investment destination

Issues are:

- complex and time-consuming processes
- lack of certainty of outcome
- poor regulator knowledge
- Something must change, or nothing will
- Desperate need of a success story

Certainty

- Business craves certainty and predictability:
 - predictable outcomes
 - certainty of rules and process
- Uncertainty = sovereign risk
- Lack of certainty apparent in:
 - TRG issues and timeline
 - EES assessment 'options'
 - inquiry panel litigation risk
 - approval process and timeline



Lead agency

Crucial to improving workability of processes

- •Exploration:
 - DPI currently a regulator; not a facilitator
 - delegated powers to from others i.e. DSE
 - ability to make decisions for others if timelines aren't adhered to e.g. Tasmania

•Permitting:

- DBI / RDV proactive; not DPI or DPCD
- no government champion for project



Time (is money)

- Exploration delays:
 - reduce ability to do work on the ground
 - exacerbate poor on/off-ground cost ratios
 - less results to report to the market
- Permitting delays:
 - no one can give an approval timeline
 - dramatic effect on discounted cash flow
 - open to manipulation by vested interests
 - cost; Stockman +\$5M/yr during permitting
 - inquiry panel at least \$¼M



Triple Bottom Line (TBL)

- TBL should be fundamental to the EES process
- TBL is stated in many Acts (DSE, CMA, etc.)
 but given little practical weight in EES
- 17 separate TRG agencies
- Only 1 interested in social and economic outcomes – East Gippsland Shire Council; not DPI; not DPCD; certainly not DSE
- DBI/RDV not represented at TRG

Others



- Vegetation offsets:
 - very, very expensive and opaque market
 - strict framework is a double edged sword
 - no credit given to rehabilitation
- Mining seems to be a tough fit for regulators:
 - Lacking in knowledge of the industry
 - inherent uncertainty c/w civil projects
 - extendable project lifespan
- No common "major project" status or benefit



What would be better?

- 1. Less departments
 - Lead agency and project champion
- 2. Certainty:
 - do this, then this approval issued, by then
- 3. Quicker:
 - time is money used as a bargaining lever
- 4. Manage the EES process; upskill regulators
- 5. High level conviction that mining is welcome

Summary

- Advantages:
 - good fundamental prospectivity
 - multiple land use is manageable
 - attractive royalty regime
 - strong services industry
- Impediments:
 - complex process; difficult navigation
 - lack of certainty of outcome
 - expensive jurisdiction to operate in
- Exploration capital is scarce and mobile