

EXHIBIT F.

ARTHUR'S PASS TUNNEL CONTRACT.

Contractors—J. McLean and Sons (Limited). Contract let, 1st August, 1907: to be completed, 1st August, 1912. Deposit, £5,000. Bond, £25,000. Penalty, £280 per week.

					£
Contract price	599,794
Addition to contract (as per engineer's statement)	8,427
					608,221
Reductions (as per engineer's statement)	3,230
					£604,991
Work done to 31st July, 1912 (as per engineer's statement)—					£
Original contract	203,165
Additional works (including Bealey Bridge)...	8,427
					211,592
Less 10 per cent. reserve	21,159
					190,433
					£
Plant	63,786
Material on site	4,064
					67,850
Less reserve	8,925
					58,925
					£249,358

CONTENTS OF TUNNELS.

(P.W.D. 21753 and 24385.)

High.	Width.	Centre. Rail-level.			
17 ft. 1 in. × 15 ft. × 13 ft....	Excavation	=	31.0 cub. yd. (includes size for lining).
	15 in. lining	=	6.7 "
	Excavation	=	29.9 "
	12 in. lining	=	5.37 "

Arthur's Pass Tunnel.

(P.W.D. 21898.)

16 ft. 9 in. × 15 ft. × 14 ft....	Excavation	=	33.4 cub. yd. (includes size for lining)
	12 in. lining	=	5.4 "

Round Hill Tunnel.

Old design.

15 ft. × 12 ft. × 10 ft....	Excavation	=	21.4 cub. yd. (includes size for lining).
	12 in. lining	=	5.2 "

(P.W.D. 14891.)

15 ft. 6 in. × 12 ft. 6 in. × 10 ft.	14 in. arch	=	3.05 cub. yd. per yard run.
	Excavation	=	24.4 " (includes size for lining)
	14 in. walls and footings...	=	2.80 "
	Total lining, 14 in. thick	=	5.85 "

ARTHUR'S PASS TUNNEL CONTRACT.

Starts 52 m. 67 ch. 36 l. and ends 58 m. 12 ch. 40 l. = 5 m. 25 ch. 0.04 l.

Contract time expired, 1st August, 1912.

Work done as measured up on 4th July, 1912.

Percentage done.		M. ch. l.	Total. M. ch. l.
.42 {	Otira—Excavation of bottom heading	1 68 87	
	Bealey— " "	27 90	
			2 16 77
.36 {	Otira—Excavation of top heading	1 47 27	
	Bealey— " "	24 28	
			1 71 55
.33 {	Otira—Excavation completed	1 35 89	
	Bealey— " "	23 65	
			1 59 54
.32 {	Otira—Concrete lining completed	1 30 49	
	Bealey— " "	23 65	
			1 54 14

About another chain of side-walls has been constructed.