

7 Sept 2004

 Nunavut Water Board
 P.O. Box 119,
 Gjoa Haven, Nunavut
 X0B 1J0
 Attn: *Dionne Filiatrault*

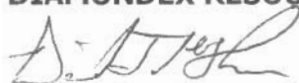
Dear Sir/Madam:

**RE: WATER LICENSE NWB2PER0305 - PEREGRINE PROPERTY –
 ABANDONMENT AND RESTORATION PLAN**

In response to your letter, dated 14/Sept/2004, please find attached the Abandonment and Restoration Plan for Diamondex Resource's Peregrine property. The exploration camp is located at -113.593 ° W and 67.141 ° N (387,618, 7,449,399 - UTM z12 NAD83).

Our apologies for not initially furnishing the proper documents – it was misunderstood that the regulations applied only to mining activities.

Should you require further information please contact me at the number or email address below.

 Sincerely,
DIAMONDEX RESOURCES LTD.


 David J. McKee
 Manager of Information Services
 604.687.6644
 dmckee@diamondex.net

PUBLIC REGISTRY

Public Registry

INTERNAL	
PC	chp
MA	
FO	
LA	
BS	
ST	
TA1	
TA2	
RC	
ED	
CH	
BRD	
EXT.	

Area of Application	All Diamondex properties within Nunavut NTS sheets 86H, 86P, and 86I.
Duration of Application	The Abandonment and Restoration Plan is presently in effect for all Diamondex field operations in Nunavut. This plan is appropriate to our current level of exploration activities.
Application of Plan	This plan applies to the abandonment and restoration of all existing or proposed camp and drill sites.
Responsibility	A Diamondex approved contractor is responsible for ensuring that sites and facilities are restored as closely as possible to their natural state.
Fly Camps/ Diamond Drilling/ Fuel Cache	Fly Camps: these camps are composed of wood framed tents. Diamond Drilling: no drilling occurred. Fuel Cache: empty fuel drums are removed on an on-going basis. All fuel and drums will be removed when the camp is deconstructed. Abandonment Plan: tent covers, stoves, generators, fuel and drums will be flown to Yellowknife for storage and or disposal. Wooden tent frames and outhouses will be burned. Outhouse and grey water excavations will be covered with dirt.