## **ASX ANNOUNCEMENT**

10 December 2021



## **Board Changes**

BBX Minerals Limited (ASX:BBX) ("BBX" or the "Company") wishes to advise that Dr Marc Steffens will step down from his role as a director, effective 10 December 2021, and will transition to a technical consultant to the company. This change is due to personal circumstances and the fact that Dr Steffens' value proposition to the company is more aligned to that of a consultant than an independent non-executive director. Since his appointment, Marc has been actively working closely with BBX's technical team.

BBX's CFO and Company Secretary, Mr Ramon Soares, will join the board of directors effective immediately. The Company will continue to consider potential new board members that bring complementary skills and experience to the board.

Commenting on the changes, CEO Andre Douchane said: "I would like to thank Marc for his contribution as a non-executive director, and we look forward to working closely with Marc as a technical advisor towards metallurgical processing of our mineralisation. BBX has made significant progress since his appointment, and we are pleased to have Marc to continue to provide his skillset to us as an advisor".

As a result of the changes, the options and performance rights to be issued to Dr Steffens as approved at the AGM dated 30 November 2021 will not be issued.

This announcement has been authorized for release by the Board of Directors.

## **About BBX Minerals Ltd**

BBX Minerals Limited is a mineral exploration and technology company listed on the Australian Securities Exchange. Its major focus is Brazil, mainly in the southern Amazon, a region BBX believes is vastly underexplored with high potential for the discovery of world class gold and precious metal deposits.

BBX's key assets are the Três Estados and Ema Gold Projects in the Apuí region, Amazonas State. The company has 270.5km² of exploration tenements within the Colider Group, a prospective geological environment for gold, PGM and base metal deposits.