Ore Mining Efficiency

		Base Refining Units x Vol. per Unit = Cargo Mass			Sample Mining Rate with Miner I		Base Earnings (ISK)		
	Ore	RU	Vol. (m^3)	Mass (m^3)	Ore /min	RU / Hr	Per Refining Unit (RU)	Per 100m^3	Per Hour (Miner I)
	**Veldspar**	333	0.1	33.3	400	72.1	2,000	6,006	144,144
	Concentrated Veldspar				400	72.1	2,100	6,306	151,351
	Dense Veldspar				400	72.1	2,200	6,607	158,559
	**Scordite**	333	0.15	49.95	266	47.9	4,994	9,998	239,352
	Condensed Scordite				266	47.9	5,246	10,503	251,430
	Massive Scordite				266	47.9	5,496	11,003	263,412
	**Pyroxeres**	333	0.3	99.9	133	24.0	11,632	11,644	278,749
	Solid Pyroxeres				133	24.0	12,444	12,456	298,208
	Viscous Pyroxeres				133	24.0	12,744	12,757	305,397
	**Plagioclase**	333	0.35	116.55	114	20.5	12,800	10,982	262,919
	Azure Plagioclase				114	20.5	13,450	11,540	276,270
	Rich Plagioclase				114	20.5	14,092	12,091	289,457
	**Omber**	500	0.6	300	66	7.9	40,894	13,631	323,880
	Silvery Omber				66	7.9	42,892	14,297	339,705
	Golden Omber				66	7.9	45,020	15,007	356,558
	**Kernite**	400	1.2	480	33	5.0	74,916	15,608	370,834
	Luminous Kernite				33	5.0	78,634	16,382	389,238
	Fiery Kernite				33	5.0	82,450	17,177	408,128
	**Gneiss**	400	5	2000	*8*	1.2	137,270	6,864	164,724
	Iridescent Gneiss				*8*	1.2	144,360	7,218	173,232
	Prismatic Gneiss				*8*	1.2	150,904	7,545	181,085
	**Jaspet**	500	2	1000	20	2.4	168,478	16,848	404,347
	Pure Jaspet				20	2.4	175,776	17,578	421,862
	Pristine Jaspet				20	2.4	185,442	18,544	445,061
	**Hemorphite**	500	3	1500	13	1.6	301,992	20,133	471,108
	Vivid Hemorphite				13	1.6	316,222	21,081	493,306
	Radiant Hemorphite				13	1.6	332,370	22,158	518,497
	**Hedbergite**	500	3	1500	13	1.6	337,408	22,494	526,356
	Vitric Hedbergite				13	1.6	355,200	23,680	554,112
	Glazed Hedbergite				13	1.6	370,560	24,704	578,074
	**Dark Ochre**	400	8	3200	5	0.8	768,500	24,016	576,375
	Onyx Ochre				5	0.8	807,950	25,248	605,963
	Obsidian Ochre				5	0.8	845,350	26,417	634,013
	**Spodumain**	250	16	4000	2	0.5	1,149,400	28,735	551,712
	Bright Spodumain				2	0.5	1,206,870	30,172	579,298
	Gleaming Spodumain				2	0.5	1,264,340	31,609	606,883
	**Crokite**	250	16	4000	2	0.5	1,527,958	38,199	733,420
	Sharp Crokite				2	0.5	1,604,280	40,107	770,054
	Crystalline Crokite				2	0.5	1,680,088	42,002	806,442
	**Bistot**	200	16	3200	2	0.6	2,092,368	65,387	1,255,421
	Triclinic Bistot				2	0.6	2,200,984	68,781	1,320,590
	Monoclinic Bistot				2	0.6	2,301,400	71,919	1,380,840
	**Arkonor**	200	16	3200	2	0.6	3,068,504	95,891	1,841,102
	Crimson Arkonor				2	0.6	3,224,182	100,756	1,934,509
	Prime Arkonor				2	0.6	3,373,716	105,429	2,024,230
	**Mercoxit**	250	40	10,000	n/a	n/a	17,367,040	173,670	n/a
	Magma Mercoxit				n/a	n/a	18,251,776	182,518	n/a
	Vitreous Mercoxit				n/a	n/a	19,103,744	191,037	na/

Notes

Base Refining Units: the Refining process converts one Refining Unit of ore (RU) into the listed Minerals.
eg: 333 units of Veldspar, or 33.3 m^3, is one RU of Veldspar

Mining rate decreases, and the mass of a Refining Unit increases, with the value of the ore. Therefore, the commonly-used ISK / RU numbers are misleading, since they ignore time and volume required.

ISK per 100m^3 will help you estimate the value of a full cargo hold.

ISK per Hour (based on an unmodified Miner I Laser, but the trend is the same for all equipment at all skill levels) will help you evaluate the risk/return of going into less secure systems to mine.

Calculations ignore character attributes, training, ship and equipment bonuses, which generally improve performance on all ore mining at the same rate.