

From: Senator Clifford Bayer
To: [FS-comments-intermtn-payette](#)
Subject: Stibnite Gold EIS
Date: Wednesday, July 19, 2017 11:01:11 PM
Attachments: [image001.png](#)

Dear Keith Lannom – Payette National Forest, Forest Supervisor,

Please consider the following points, reflecting my support for the Stibnite Gold Project:

- The Stibnite Gold Project takes an area mined for over 100 years and uses modern mining capabilities and a sustainable approach to restore the environment.
- Midas Gold developed the Plan by first determining the ideal environmental restoration of the area and planned mining operations around achieving that goal.
- The plan keeps the project footprint small and limited to previously disturbed areas as much as possible.
- The Stibnite Gold Project Plan considered many alternatives for various project phases and components of operations and restoration. The plan presented to the U.S. Forest Service selected the options that were best for the environment, the community and that were economically feasible for the project.
- The area needs attention and if industry can partner with the public to help repair an area and restore a vibrant economy in rural Idaho, we must move forward.
- Upgrading Burntlog Road is the best solution for protecting the rivers and water quality because it avoids traveling along waterways and instead only crosses the river in one location.
- Midas Gold Idaho is already an important economic driver in the local economy, contributing over \$100 million dollars in spending already.
- During construction and operations, the project would directly employ 400-500 with annual payroll ranging from \$34-42 million.
- The Pre-Feasibility Study (PFS) identified production of at least 4 million ounces of gold and 100 million pounds of antimony.
- It will take an economically viable project to repair the legacy impacts of a century of mining. The Stibnite Gold Project offers the opportunity to use industry to repair the environment.

Sincerely,



Senator Cliff Bayer
Idaho State Senate

