Payette National Forest Supervisor,

Thank you for the opportunity to comment on the Stibnite Gold Project as part of the U.S. Forest Service's permitting process. This is an important project for Valley County and will have a significant impact on the community. As someone who explores, plays and cares about this region of Idaho's backcountry, I want to make sure the Stibnite Gold Project is done the right way.

Private industry is needed to restore the Stibnite Gold Project site. Unfortunately, the federal government attempted to restore the area but problems in the area still persist today. Midas Gold Idaho wants to restore the site through mining. The company has spent the last six years studying the environment of the site, gathering input from the community and carefully analyzing many options to mine and perform restoration work. I encourage you to adopt alternative 2 outlined in the DEIS as you evaluate the project moving forward. The plan is well thought out, practical and environmentally sound. Alternative 3 and 4 do not provide as many environmental impacts. They would put construction and mine traffic adjacent to miles of the East Fork of the South Fork of the Salmon River, increasing the chance of spills, and move the tailings storage facility to more pristine habitat. Alternative 2 on the other hand will reduce long-term metal loading in the ground and surface water by reprocess ing historic tailings (DEIS 4.9), improve productivity of fish species in the area by opening up access to more habitat upstream (DEIS 4.12), provide a net gain of 9.3 km of volitionally accessible intrinsic potential habitat for Chinook Salmon (table 4.12-29) and reprocess old tailings waste, would lead to long-term reduction in metal loading in ground and surface water (DEIS 4.9).

I encourage the USFS to move the Stibnite Gold Project forward and permit Midas Gold Idaho's project as outlined in their Modified Plan of Restoration and Operations, alternative 2 in the DEIS.

Regards,

Rhondy M. Lyons

Name: Rhondy M. Lyons