

I am writing in support of the Stibnite Gold Project and the benefits it will bring to Idaho. This project has the potential to put hundreds of Idahoans to work, bring a \$1 billion investment into our state and restore an area of Idaho's backcountry desperately in need of repair. Today, fish cannot swim past the Yellow Pine pit and heavy metals are leaching into the ground and surface water. The Stibnite Gold Project can leave the conditions better than they are today.

I have reviewed the 2021 Modified Mine Plan and I believe the Stibnite Gold Project is an opportunity to repair the environment and bring an economic boost to the community. The plans proposed by the company allows the project to finance environmental reclamation and provide the workforce and resources necessary to complete it. If Perpetua Resources isn't allowed to move forward with its plan, this area in Idaho's backcountry will continue to suffer. Currently, salmon are being blocked from their native spawning grounds and hundreds of tons of sediment are pouring into the watershed each year. It is beyond time to address these issues and Perpetua has the right plan to do it. The company made its plans even better after the release of the DEIS. In the 2021 Modified Mine Plan the company reduced the project footprint by 13 percent (compared to the original design), cut back on mined material by 10 percent and eliminated the need for long-term water treatment. In reviewing the do cument, I think the company is taking the steps needed to protect the area and mine the area safely using the Burntlog Route.

After reading my letter, I hope you can see why you should permit the Stibnite Gold Project. This project is a good thing for Idaho, helps decrease America's dependence on foreign countries for a critical mineral and cleans up the environment. The company also continued to refine its plan in response to the permitting process, so it has the smallest footprint possible and results in improved water quality conditions on site.

Robert Bayer