

Thank you for the opportunity to provide feedback on the Stibnite Gold Project as part of the NEPA Comment Period. I have been closely following Perpetua Resources' plans since they first came into our state, in large part because some of the proposed project will take place on public land. The more I have learned about the project, the more excited I am about the possibilities. The Stibnite Gold Project could help us restore an abandoned mine site.

There are many checks and balances in place to ensure Perpetua Resources follows through on its promises to restore the site. In fact, the company is required by law to set aside all of the money it needs for restoration before mining can begin. However, I am not worried about Perpetua staying true to its word. The company has already started restoration work at the site. They have planted more than 60,000 trees to help reduce the amount of sediment going into the river, installed solar energy panels at site to reduce greenhouse gas emissions and improved miles of road along the river to protect fish habitat. However, what's more impressive to me is the changes the company has made following the comments they received on the DEIS. They took the feedback from stakeholders to heart and looked at ways to further improve the plan. In the 2021 Modified Mine Plan, the company has eliminated the Fiddle Development Rock Storage Facility, which shrinks the footprint by 168 acres, the size of the Hanger Flats pit was reduced by 70%, mined material was reduced by 10% and there is no longer the need for long-term water treatment. With the additional improvements, I feel strongly that the project should move forward – especially because it would allow us to secure a domestic source of antimony.

The Stibnite Gold Project is important to Idaho, our national security and clean energy future. Regulators have been reviewing the project for the past 6 years. This time has allowed the project to improve and, now, I encourage you to permit the project as quickly as possible.

Craig Smith