

Thank you for the opportunity to provide feedback on the Stibnite Gold Project as part of the public permitting process. I know this project will have a positive impact on the environment, communities surrounding the site and Idahoans.

As it stands today, the Stibnite Gold Project site is a brownfield site. The U.S. government tried to restore the area years ago but the work that was done didn't go far enough. The old tailings piles left by previous mining companies are still unconstrained and therefore present a risk of leaching minerals into nearby streams and the groundwater. Under Perpetua's the 2021 Modified Mine Plan, the company will pick up and reprocess these legacy tailings, which will reduce long-term metal loading in the ground and surface water. This would be a huge win for the site because today arsenic and antimony levels far exceed human health standards at multiple points across the site. Perpetua's water treatment during operations will further lower levels of these metals in the river and cause concentrations to be below the current baseline conditions. What is more impressive to me is the improvements Perpetua made to its plan following the DEIS. Now, the company will no longer need long-term water treatment at site following mining. The project size has been reduced by 13% when compared with the original design. And changes have been made at site to make sure water temperature stays at or below the current temperatures on site. The site needs to be remediated and Perpetua has a plan to do it the right way.

The SDEIS reduces the size of the project footprint, improves water quality, eliminates the need for long-term water treatment and makes sure water temperature on site does not exceed baseline conditions – all while providing our nation with access to a mineral we desperately need. The permitting process has been thorough and complete. Now, I hope the U.S. Forest Service will realize the benefits this project and permit the Stibnite Gold Project using the 2021 Modified Mine Plan.

Peggy Bryan