I am writing to express my full support of Perpetua Resources and the Stibnite Gold Project. Perpetua has shown they are committed to Idaho and want to take care of the environment. The company designed its project to clean up legacy waste, reconnect salmon to their native spawning grounds and fix one of the watershed's largest source of sedimentation. The Stibnite Gold Project would water quality, wetlands and the river better than they are today. I hope you move forward and permit this project as quickly as possible.

Given the history of the region, I was a bit skeptical when I first heard about this project, but it is clear that Perpetua is going out of their way to put environmental safety and restoration front and center. Especially with the improvements the company made in its 2021 Modified Mine Plan. For example, in the SDEIS the company eliminated the Fiddle Rock Development Storage facility, which resulted in a 168-acre reduction in the project footprint. They also made improvements to water quality, so no long-term water treatment will be necessary after mining is complete. After looking at the tools provided by the USFS, I feel strongly that the Modified Mine Plan is the best option moving forward. It addresses the purpose and need of the agencies in a manner that provides environmental advantage and economic feasibility over the other analyzed alternatives. With so much promise for the site's future, I hope the consideration of no action is removed from the table. There is final ly an opportunity to restore the site and help secure America's source of antimony, a designated critical mineral.

I encourage the U.S. Forest Service to move the Stibnite Gold Project forward. The permitting process is designed to advance the best plans possible. I believe the work of regulators over the past six years is proof this is what is happening with the Stibnite Gold Project. The thorough review process has been beneficial but there should be no more delays. The project should move forward in a timely manner.

Alice Woloshun