

The Stibnite Gold Project presents a big opportunity for Idaho. Without this project, the conditions at Stibnite will likely never get better. Fish will continue to be blocked from their spawning grounds by an abandoned mine pit and legacy tailings will continue to degrade water quality. The project also presents an opportunity for America. It could help secure a domestic source of antimony, so we can stop our import reliance on this critical mineral. This is an important project and I appreciate the opportunity to provide my feedback as part of Perpetua Resources' public permitting process.

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 document, I think the company is taking the steps needed to protect the area and mine the area safely using the Burntlog Route.

I appreciate your time and thoughtfulness in the review process. The U.S. Forest Service has not cut any corners over the past 6 years analyzing the project and I've appreciated the opportunities to provide feedback. For the reasons I stated in my letter above, please permit the Stibnite Gold Project.

timothy tierney