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.

The Stibnite project is important to me because it will strengthen our national security through the production of antimony. Right now, the U.S. relies on foreign countries for this mineral. These days, I think Americans value a domestic supply chain for such important minerals more than ever. The project at Stibnite could produce over 100 million pounds of antimony and become our only domestically mined source in the entire country. Antimony is used to make electronics and batteries and is also a critical mineral for national defense and the energy industry. With the uncertainties that the Coronavirus brought to our world and current war in Ukraine, I want our country to do everything it can to protect us from the uncertainty of changing markets and trade wars. I also feel confident in the company's 2021 Modified Mine Plan. In the SDEIS, the company has managed to eliminate the need for long-term water treatment, improve water quality and shrink the size of the project footprin t by 13 percent.

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.

Sherman Spratford