

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.

One of the things that has always impressed me about Perpetua Resources is the company's commitment to using mining to leave Stibnite in better condition than they found it. It is no secret the site is not in great condition today. Water quality has been harmed by legacy mine waste and fish cannot swim past the Yellow Pine pit. Once Perpetua has mined the Yellow Pine pit, the company plans to backfill the pit and restore the natural flow of the river. This will permanently reconnect fish to high quality habitat further upstream. But instead of waiting until mining is complete, Perpetua is proposing to provide temporary access for fish by building a passageway around the pit. The SDEIS concluded this decision will limit the overall impact of habitat reduction for fish in the area of the active mine and also reduce the impacts of dewatering the diversion and stream channel elimination. Perpetua's decision to build a fish passageway proves to me that they are willing to go above and beyond to protect wildlife and the environment.

As the U.S. Forest Service and other state and federal agencies review the 2021 Modified Mine Plan and determine the course of action, I encourage you to consider the positive benefits Perpetua Resources will have on Idaho, especially now that the company has reduced its environmental footprint and made further improvements to water quality. This truly is a win-win opportunity for Idahoans and the environment. After years of careful scrutiny by regulators and the community, it is time for us to make these benefits a reality.

Eugene Stains