

Ms. Linda Jackson, Payette Forest Supervisor
Stibnite Gold Project
500 N. Mission Street, Building 2
McCall, Idaho 83638

Attn: Linda Jackson

Dear Ms. Jackson,

America desperately needs antimony. This mineral is used in munitions, large-capacity storage batteries, fire retardants and more. Currently, we are entirely dependent on foreign countries to provide this mineral, which is why I am writing in support of the Stibnite Gold Project. This project can stop our import reliance on antimony.

Perpetua Resources has made it clear reclamation efforts will start alongside operations. For example, before mining ever begins, fish will be reconnected to their native spawning groups upstream through a fish passageway. Perpetua Resources also identified more ways to help fish populations. Originally, the company proposed not replacing the pit lake at the Yellow Pine Pit, however, a pit lake is included in the 2021 Modified Mine Plan to make sure currently used habitat is replaced and available for the fish that use it today. The company is also adding more plantings along waterways to reduce water temperatures for fish. Perpetua also has proposed using Burnt Log Road in order to keep vehicles away from precious waterways. I am impressed by the improvements the company made to its plan based on public feedback.

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.

Thanks again,

A handwritten signature in black ink, appearing to read "Tanner Danning". The signature is fluid and cursive, with a long horizontal stroke extending to the right.

32537 Blackhawk Loop, Arlee MT 59821

12/21/22