I have looked over Perpetua Resources' plans and met with members of their team to better understand the Stibnite Gold Project. I appreciate the company's commitment to use modern mining to leave the area better than they found it, while providing our nation with the minerals we need. Below are my comments on the plan to be included in the project record.

My family and I are in favor of Perpetua Resources' Stibnite Gold Project moving forward. It will provide much need jobs in our area that will add to our local economy. It will deal with long overdue environmental damage from previous mining efforts. It will also benefit our area and the nation with mining critical minerals that are sorely needed.

In order for Perpetua Resources' Stibnite Gold Project to move forward, the company must mitigate for any impacts the project will have on the environment. In the 2021 Modern Mining Plan of the SDEIS, the company has outlined how it can leave water quality on the site better than it is today and provide fish with access to more habitat. I was pleased to learn Perpetua Resources has also taken steps to protect air quality. According to analysis in the SDEIS hazardous air pollutants were found to be well below major thresholds and the Operations Area Boundary would not exceed the National Ambient Air Quality Standards. To me, these facts from the SDEIS demonstrate the proper checks and balances are in place to protect the environment.

Let Idahoans see the benefits of the Stibnite Gold Project. The USFS has reviewing the project for the last six years. During this time, the company has reduced the project size by 13% in the SDEIS, decreased maximum water temperature to keep it at or below baseline conditions and eliminated the need for long-term water treatment. The review process is working and now we need regulators to advance the project as expeditiously as possible.

Thank you for the opportunity to comment and the opportunity to show my support for Perpetua Resources and the Stibnite Gold Project.

Michael Curry