Data Submitted (UTC 11): 9/2/2020 6:00:00 AM First name: James A Norine, Last name: PE Organization: Title: Comments: Dear Ms. Linda Jackson,

I am writing to express my support for Midas Gold Idaho's Stibnite Gold project. As a 20 year veteran of the mining consulting industry, I have reviewed Stibnite's proposed plan as well as visited the site. I can say that this project will be a game changer for the currently impacted site; putting things back the way they belong while safely extracting the valuable minerals that make this site significant.

Midas Gold Idaho is proposing a project for that will be huge for the community as well as the state of Idaho and the united states as a whole.

Stibnite will be a success story and a prime example of how brownfield reclamation can be properly done and a case study/game plan for others to follow. Investment in the project will be significant, on the order of a Billion US dollars which will in turn benefit the nearby communities with indirect services, many of which pay significantly more than the typical tourism jobs currently available. Direct construction jobs building the mine as well as operations positions once the mine is operating are positions that pay attractively.

Beyond the economic benefits, Alternative 2 really will provide improvements to the current environment at site. This proposal extends the lining in Meadow Creek to protect against streamflow reductions, limits the footprint of the project and eliminates the West End development rock storage facility and will reprocess legacy tailings. According to DEIS chapter 4, section 4.9, removing legacy tailings and managing water quality provides longterm reduction in metal loading in ground and surface water. Current arsenic and antimony levels are 700 times higher than drinking water standards some places on the site.

For the above reasons and many more, please move forward with alternative 2 of the Stibnite Gold Project as it is important to all Idahoans.

Best Wishes,

Name: James A. Norine, P.E.