

Data Submitted (UTC 11): 10/28/2020 6:00:00 AM

First name: Sandoval

Last name: Bryant

Organization:

Title:

Comments: To The U.S. Forest Service:

I am urging you to authorize permits for the Stibnite Gold Project to bring safe, responsible mining home to Idaho. This project is right for America because it provides a source of the critical mineral antimony, creates economic opportunity in rural areas of our country and brings a privately funded opportunity to clean up a mine site that was abandoned years ago. I support the U.S. Forest finalizing and granting approval for the Stibnite Gold Project to move forward in a timely manner for these reasons:

- * Our way of life depends on mined materials to power our economy, light our homes, turn on our computers and save lives with essential medical technology.
- * Mining can be done best here in the U.S. because we adhere to strict regulations on environmental impacts and workplace safety.
- * Today's mining companies lean on science and the rigorous permitting process to ensure projects are equipped to reduce the impacts and risks to our lands and rivers.
- * This project has been studied for ten years, including 4 years of regulatory review and scientific analysis by third parties so far.
- * The \$1 billion dollar investment in rural communities will create new, and desperately needed, economic opportunities for American families.
- * The Stibnite Gold Project will generate hundreds of well-paying jobs and significant tax revenue at the local, state and federal level.
- * The U.S. Government has listed antimony as a critical mineral for our nation's economy and national security.

It is time to move forward. I encourage the USFS to permit Midas Gold Idaho's project as outlined in Alternative 2 of the Draft Environmental Impact Statement since it meets the purpose and need for the project, provides an environmental advantage vs other alternative and is the most technically and economically feasible of the five alternatives.

Sincerely,

Sandoval Bryant