Data Submitted (UTC 11): 9/2/2020 6:00:00 AM First name: Nicki Last name: Harnar Organization: Title:

Comments: Thank you for the opportunity to provide my support for the Stibnite Gold Project as part of Midas Gold Idaho's public permitting process.

One of the biggest challenges facing Idaho is having a trained workforce. Midas Gold not only plans to hire hundreds of idahoans but the company will provide employees with training to build a more skilled workforce in Idaho. We applaud Midas Gold's commitment to helping Idahoans get valuable training that may not otherwise be available. This commitment by the company will potentially help benefit Idaho families in communities such as Yellow Pine and allow Idaho to attract new businesses in the future.

Additionally, the project will bring huge economic benefits to the rural communities surrounding the project site. Payroll by the company is expected to exceed \$34 million. These numbers do not even capture the indirect jobs nearby towns and vendors will see from the Stibnite Gold Project.

If the Stibnite Gold Project goes into production, Idaho would see a huge economic benefit. Midas Gold plans to invest \$1 billion in the state, contribute \$86 million in state and local taxes and make improvements to roads and power grid near the site. The company plans to provide around 1,000 jobs for Idahoans throughout the life of the project. Midas Gold salaries will be approximately two times higher than the local salary. It is impossible to ignore the positive trickledown effect an investment of this sire would have on our community and economy.

Plus, after reviewing the draft Environmental Impact Statement, it is clear Alternative 2 is the best path forward here. The other alternatives would take longer to complete and result in a 2 year delay of operations. Essentially, we will be waiting longer for needed economic benefit to Idaho.

In summary, I encourage the U.S. Forest Service to continue to move the project forward and permit the site under Alternative 2.