Data Submitted (UTC 11): 1/7/2023 7:34:10 PM First name: Lynne D. Last name: Jones Organization: Title:

Comments: I am respectably submitting a comment in regards to the proposed Stibnite Gold Project near Yellowpine.

I'm an 'old timer' who has spent many seasons working and recreating in the Back Country of Idaho. Begining in 1969 when the Primitive Area became the Frank Church River of No Return Wilderness we outfitted at the Stonebreaker Ranch in the Chamberlain Basin and then worked seasonally from the South Fork, the Main Salmon, Big Creek, YellowPine and lastly Thunder Mountain during exploration in 1983 and 1984. I am eternally grateful and appreciative of every day spent there. I am now retired from nursing after 22 years.

I understand how Idaho identifies with its rich mining history. Exploitation of our minerals and natural resources in a grand scale as proposed by Perpetual Resources is not acceptable. The people of Idaho who cherish all the beauty and goodness of our wilderness lands will be the losers and a few entities the winner.

I'm in agreement with these six main issues stated by the ICL.

transportation of hazardous materials over few and heavily traveled highways north and south is a problem.
The impact on the year round roads by mining vehicles to highways, with the consideration of increased recreational traffic due to population growth.
What will arsenic levels

be along the public route through the mine site to Thunder Mountain and will that be monitored for public health. 4) Will the Forest Service analyze how climate change will affect mining activities, mine reclamation and streams in the area? Huge fires? 5) What can be done to prevent degradation

to the fish and the streams so that they will have little impact and recover quickly? 6) Lastly, would the Forest Service conduct a supplemental analysis to fill in worrisome gaps in the latest analysis.

Thankyou for taking the time to read these concerns. There are anymore that I share with those already submitted.

Lynne Jones