

Thank you for the opportunity to provide feedback on the Stibnite Gold Project as part of Perpetua Resources' Supplemental Draft Environmental Impact Statement. Public participation is a huge part of the permitting process and I appreciate the opportunity to share my thoughts, especially because the Stibnite Gold Project will leave conditions at the site better than they are today.

Private industry is needed to restore the Stibnite Gold Project site. Unfortunately, the federal government attempted to restore the area but problems in the area still persist today. Perpetua wants to restore the site through mining. The company has spent the last 12 years studying the environment of the site, gathering input from the community and carefully analyzing many options to mine and perform restoration work. After the DEIS, the company identified even more improvements. I was so pleased with what I saw in the SDEIS with the 2021 Modified Mine Plan. There is no longer a need for long-term water treatment, water quality conditions are improved, the project footprint is even smaller and there is no longer a need for the Fiddle Development Rock Storage Facility. The Stibnite Gold Project is clearly well thought out, practical and environmentally sound. I encourage you to adopt the Burnt Log Road option outlined in the SDEIS. Continuing to use existing roads, especially as the project ramps up, is just too risky given the avalanche history and proximity to waterways. It would put construction and mine traffic adjacent to miles of the East Fork of the South Fork of the Salmon River, increasing the chance of spills. Burnt Log is clearly a safer option for all of us.

Perpetua Resources wants to invest \$1 billion in our state, bring more than 1,000 jobs to rural Idaho and still provide access to Idaho's public lands. This is the type of project our state needs. After reviewing the project for six years, I highly encourage the U.S. Forest Service to move the project forward with the improvements laid out in the SDEIS.

Danny Barnes