

**State of Alaska Comments – Pebble Project Preliminary Draft EIS, Section 4.11 – Aesthetics**

<b>Agency</b>	<b>Comment No.</b>	<b>Section, Paragraph, and Page #</b>	<b>Cooperating Agency Comment (and Purpose of Comment)</b>	<b>Proposed Resolution (Additions or Deletion of Text)</b>	<b>Response</b>
ADF&G/ Wildlife/ Refuges	1	Sec 4.11	TYPO: "Aesthetic impacts include in those that could..."	Delete extra word "in"	Typo corrected.
ADF&G/ Wildlife/ Refuges	2	Sec 4.11.3.2	<p>"Impacts of the transportation corridor perceived from residents, recreationists, or subsistence users in the EIS analysis area would be of low to medium magnitude and localized geographic extent due to screening of the road corridor by vegetation..."</p> <p>This logic is used in a few places. While this may be the case below tree line, this is not the case in tundra areas above tree line, such as those along the south road corridor.</p>	Revise analysis and text throughout alternatives to account for areas of low vegetation not screening visibility and noises.	The analysis takes into account vegetation screening, as per the viewshed models.
ADF&G/ Wildlife/ Refuges	3	Sec 4.11.3.2	<p>"Season-specific impacts....at the ferry terminals. "</p> <p>First six lines of this section belong in previous sections on Alternative one. This discusses impacts associated with the Illiamna lake ferry crossing; not the summer only variant.</p>	Revise section as noted	Text revised as suggested.
ADF&G/ Wildlife/ Refuges	4	Sec 4.11.3.3	Visual impacts section and subsequent sections on soundscapes and all components do not adequately address impacts to the McNeil River State Game Refuge and bear viewing and visitor aesthetic impacts at Chenik Lagoon. The proposed Amakdedori Port would be in the immediate foreground of operations and visitation at Chenik Lagoon and needs to be addressed throughout the document.	Revise section and remainder of EIS document to accurately portray resources and impacts to Chenik Lagoon public uses within the McNeil River State Game Refuge.	Added information on where the McNeil River State Game Refuge would be impacted, and added Chenik Lagoon to the places that could be impacted.
ADF&G/ Wildlife/ Refuges	5	Sec 4.11.3.3	"The port would not be visible from the mouth of McNeil River at the edge of McNeil State Game Refuge; however, vessel traffic including lightering at the southern location, would be evident and could be a dominant part of the viewers' experience."	Revise section as noted	Added Chenik Lagoon to the places that could be impacted.

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			The mouth of the McNeil River is at the edge of the McNeil River State Game Sanctuary, which is south of the refuge. Additionally, as noted elsewhere, Chenik Lagoon within the McNeil River State Game Refuge is an important bear viewing and visitor use area. The proposed Amakdedori Port would be in the immediate foreground of operations and visitation at Chenik Lagoon, and needs to be addressed in this section as well as throughout the document.		
ADF&G/ Wildlife/ Refuges	6	Sec 4.11.3.3	"Visual impacts <u>could</u> impact viewers located in areas identified by special designations, including the McNeil River State Game Refuge..."  Visual impacts <u>would</u> impact McNeil River State Game Refuge users.	Revise language to "would".	Respectfully disagree with the commenter's assessment.
ADF&G/ Wildlife/ Refuges	7	Sec 4.11.3.3	"The duration of direct impacts would be long term, as an agreement with the landowner would leave the port facilities in place for use as an industrial port."	It seems that this agreement should be contingent on the review of the project and that if the intent is to leave the port in place in perpetuity then the EIS and analysis should be updated to include that, as well as, those proposed long term activities.	This text has been deleted.
ADF&G/ Wildlife/ Refuges	8	Sec 4.11.3.3	"The anticipated noise effects within the two latter above-stated distance buffers would last as long as the port operates <u>during concentrate loading</u> ."  The anticipated noise impacts would last as long as the port operates. If noise levels during concentrate loading are significantly different from the industrial port loading that would occur after the port transfers to the landowner then those distinctions should be made.	Document long term anticipated noise levels for port operations beyond life of project.	Text edited to clarify that the noise would occur during port operations.

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ADF&G/ Wildlife/ Refuges	9	Sec 4.11.7	TYPO: "mining <u>clams</u> "	Change to <u>claims</u>	Typo corrected.
DNR/ DOG/ SPCS	10	4.11.7 Cumulative Effects	list includes Donlin Gold, Alaska LNG, Drift River Oil Pipeline	It is unclear why these projects are listed in this section. Aesthetics from those pipelines seem unlikely to coincide with impacts from the Pebble project. Recommend including only those RFFA's pertinent to this component of the EIS section.	List of RFFAs has been revised.
ADF&G/ Wildlife/ Refuges	11	Sec 3.11 and 4.11	The southern road and pipeline corridor would be visible in the immediate foreground of the landscape along much of the northern refuge and from elevated locations within the refuge. Material sites MS-A06, MS-A07, MS-A08, are 19- 22 acres sites on southern aspects facing the McNeil River State Game Sanctuary. They are in the immediate foreground (0.5 to 3 miles) of the Refuge border and would be visible along much of the northern refuge and from many elevated locations within the refuge. Blasting would be occurring at these sites as well. And the Amakdedori Port site would be highly visible in the foreground of the landscape along much of the northeastern refuge, elevated locations within the refuge and from the Chenik Lagoon area.	Analyze and characterize visibility, noise and aesthetic issues of the material sites, southern road and pipeline corridor and Amakdedori Port site on McNeil River State Game Refuge and include in Aesthetics and Noise sections of Chap. 3 Affected Environment and Chap. 4 Environmental Consequences.	Added information on where the McNeil River State Game Refuge and Sanctuary would be impacted.