

TESTIMONY OF KAREN HAUGE  
HOUSE BILL 606  
March 16, 2005

SENATE NATURAL RESOURCES  
COMMITTEE NO. 4  
DATE 3/16/05  
BILL NO. HB 606

Mr. Chairman and members of the Senate Natural Resources Committee,

My name is Karen Hauge. I live on Lower Deer Creek Road, east of Big Timber, as does my Senator John Esp, of Senate District 31.

I live between the Lodestar mine site and mill site on Lower Deer Creek Road. The mine's traffic crosses my property when Lodestar is operating.

I am concerned about the cost of the cleanup for the mill site being shifted to the taxpayer because the Department of Environmental Quality can not require a reclamation bond on a miner covered by the small miner exclusion.

The Forest Service has done a great job in determining the bond for reclaiming the Lodestar mine site and that bond is \$425,000. The mine is less surface disturbance than the mill site, which is on private property down the road from me.

At this point there does not seem to be any official reclamation bond for the mill site.

I have some pictures from the mill site to show you the site and the impoundment. I also have a copy of a presentation by the Forest Service on both the Lodestar mine and mill site. I will pass the pictures around for you to see, but then I need the pictures back, as they are my only copy.

Notice the size of the impoundment wall and its proximity to the coulee, which eventually leads to Lower Deer Creek and then to the Yellowstone River.

With the passage of HB 606, the DEQ cannot only require bonding but can recommend how and where these impoundments should be built to prevent damage to water supplies from future small miner impoundments.

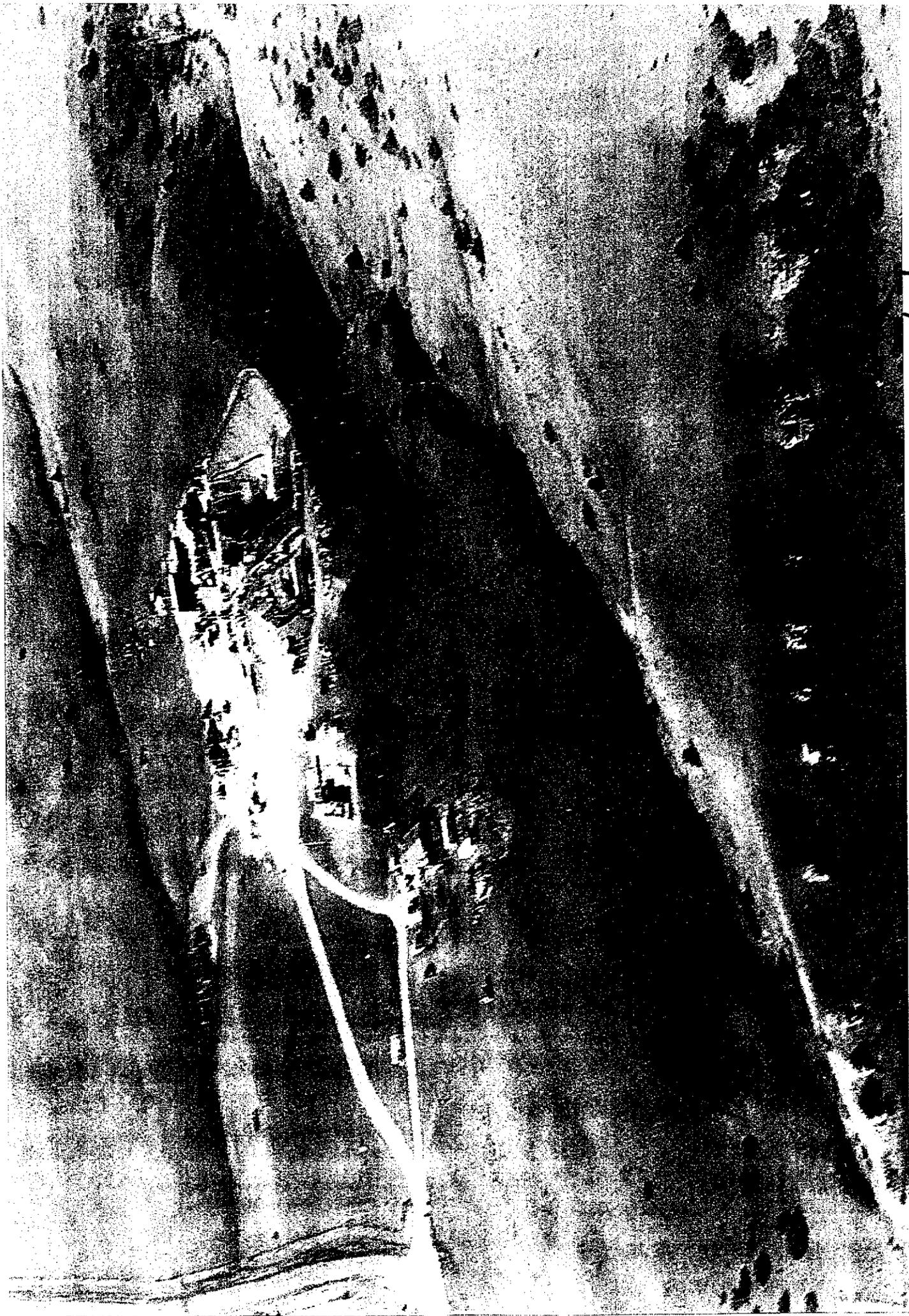
Impoundments of this type will need reclamation and it has to be paid for by someone. Right now it is potentially the taxpayer. Small miner or not, the taxpayers should not be left on the line from reclaiming these sites.

I urge you to vote for House Bill 606

*Karen Hauge*

# Waste Rock Disposal at Mill Site





5/3/03 LIGHTHAWK