I would like to talk about our roads.

Once you have big trucks on our road it would be chaos. I think these roads are not made for those rigs. I know for a fact that there will be an accident just waiting to happen. Not everyone in the valley has a two way radio (most people do not) to call where you are on the road and big rigs cannot manoeuvre like pick-ups can. And most of all, some of our Elders still drive so that would be putting them in harm's way and causing an extreme health and safety concern. I mean some places are barely wide enough for even pick-ups to pass each other, especially during the winter. It would have been nice if they (Interior Roads Ltd.) would have straightened out most of the corners as some corners are there just for hassle.

Roads are not my only concern; you say the toxins would not go into the river. How do you know that? Nobody is perfect and you can't predict this would not happen. To me nobody is that perfect. I mean how would a guy or woman predict that, and if it does it will be a catastrophe. It is bad enough that BC (British Columbia) is dealing with beetle kill of the trees.

What more do you want? This is Chilcotin land and this will always be Chilcotin Territory.

Natives should not have to pay taxes. We shouldn't have to pay for the white peoples' mistakes. They can deal with it on their own and Natives should not have to pay any taxes anyway for our stolen resources.

This is Chilcotin Land and should not be disturbed and kept the way it is. If there is copper and gold there, then it is Mother Natures' to keep not yours or whomever so you can make your millions. When is it enough? Natives should have a 100 % say in this because this has always been Native Land in the first place.

I strongly urge you people (Taseko Mines Limited) to think about this. You will be taking our history and our ways of life away from us forever. Natives don't have a lot but the Land is ours and not for anyone for the taking.

Wayne William

Xeni Gwet'in

<contact information removed>