To: Chairman Brian Clem and committee members of the Rural communities, Land use and Water Committee

Re: HB 3368

I am a life long resident of Oregon and recognize the fact that the practical land use system that we have is what makes Oregon special; a bar set high above all other states. I appreciate this opportunity to comment upon HB 3368 and thank the committee members for their time.

The best way to protect the productive future of farm and forest lands is to be vigilant against legislative bills that threaten to weaken and substantially alter the resource lands as we know them today. HB 3368 would accomplish the wholesale gutting of the practical criteria we currently apply to farm & forest lands. This bill would also have far-reaching negative effects on other zoned land (such as residential).

Below, please find the issues that cause me to request this committee to reject HB 3368.

* HB 3368 eviscerates standards of Home Occupation by allowing industrial and other inappropriate activities (C) "In an outdoor setting on the lot or parcel on which the dwelling is located." This is completely contrary to the purpose of "Home occupation". This slip-shod legislation would create conflict between landowners across the State Of Oregon.

* This proposed bill (HB 3368) is modeled for a log house manufacturing / industrial operation, which **is not permitted for the zoning (Primary Processing),** and has proven to have substantial negative impacts to the (70 yr old) residential subdivision located immediately across the street.

Home occupations are required to be clearly subordinate to the residential use of the property. (Clackamas County ZDO 822.02)

* HB 3368 turns ZDO 822.02 on it's head. The double-wide or house would be subordinate to the business.

*Allowing Home occupations to operate outdoors would be permitting (de facto) disallowed land uses to occur on resource lands or other zoned lands.

I urge this committee to kill HB 3368.

Respectfully,

Mitch Williams PO Box 291 Brightwood, Oregon 97011