From: Mike and Linda Eisele
To: SENR Exhibits

Subject: Urge your support for HB2027

Date: Monday, May 08, 2017 10:46:32 AM

May 10, 2017
Senate Committee on Environment and Natural Resources
HB2027

Chairman Dembrow, Senators Olsen, Baertschiger, Prozanski, and Roblan.

By:

Michael Eisele
60669 River Bend Drive, Bend Oregon 97702
member, Upper Deschutes Advisory Group, Oregon Parks and Recreation Dept.
representative, River Bend Estate Homeowners Group

I support HB2027, which prohibits person, public body or local service district from constructing bridges on Deschutes River within certain segments of Deschutes Scenic Waterway.

Oregon's Wild and Scenic Waterways are a protected natural resource that enhance our citizen's and visitor's lives and create recreation related jobs for Oregon's economy.

Since 1987, the Upper Deschutes River has been protected by rules to protect wildlife and enhance recreation, including a no-bridges rule. There is no direct enforcement mechanism for this rule in current law. HB2027 provides the needed enforcement ability.

Oregon Parks and Recreation Department chartered the Upper Deschutes Advisory Group(UDAG) to study its Upper Deschutes River rules as applied to the area close to Bend, Oregon. I have been a neighborhood representative to that process. The Advisory Group will make its final report to the OPRD Director this month. In the UDAG's data gathering, an internet based, four month long public comment process has reported more than 3 to 1 in favor of retaining the no-bridges rule. The results of three public comment meetings in Bend organized by UDAG and which I attended, also showed broad public support for retaining the no-bridges rule by hunters, fishermen, environmentalists, and residents close to the river.

HR2027 provides clarity and enforcement to the current and future challengers of Oregon's no-bridges rule for the Upper Deschutes, protecting its Wild and Scenic nature for the future. I urge your support for HB2027.

Thank you Mr. Chairman and Senators.