

David S. Wall
P.O. Box 756 Newberg, Oregon 97132; [(408)-287-6878]

February 2, 2021

To: House Committee on General Government; others

Re: I OPPOSE [HB 2973] ...

What is wrong with you people?

Check-out the Text at; [Page 1 @ 24: "To the making, processing, possession or storage of cannabinoid products at a household..."]

and [Page 1 @ 30: "(5) To the making, processing, possession or storage of cannabinoid concentrates at a household..."]

*****Rural Oregon is "No place" to allow processing of cannabinoid products and or concentrates.**

There are serious "Water and Fire Safety" issues.

Depending on the processing and concentrates of cannabinoid products, significant water use and safety issues arise as to possible; extremely violent explosions ,catastrophic wildfires; deaths, dismemberments, significant property damage resulting in Home / Property Insurance cancelations, loss of legitimate agriculture businesses and livestock...the list goes on and on.

*Restrict the processing and concentrates of cannabinoid products to Industrial / Commercially zoned areas under iron-fisted scrutiny through; strict local permitting conditions approved by and inspected regularly (without warrant and or prior notice) by Police and Fire Department (Fire Districts) personnel.

The potency or rather the "intoxicating" or "spaced-out effects" of today's "Marijuana" is significantly greater than several years ago. I'm told, two(2) ounces of this stuff could tranquilize a small herd of elephants.

*Perhaps District 42 (and the rest of Portland's House Districts) might just be a lot safer if more people were so spaced-out they wouldn't be unabatedly committing; arson, looting, attempted murder of Police Officers and other felonies and or misdemeanors.

C'mon, two(2) ounces of this "High-octane rocket fuel" allowed in a public place?

If you pass [HB 2973] you will "open the door" to; increased DUII drivers, illegal-unaccountable sales of Marijuana without collection of taxes.

Respectfully submitted,

/s/ David S. Wall