

1. [Upload your testimony here](#) by **3pm Monday, March 22 (ideally) or 3pm Tuesday, March 23 (latest)**
  - a. Make sure you choose these options:
    - i. **Committee: House Committee on Revenue;**
    - ii. **Meeting Date: 3/22/21 3:15pm;**
    - iii. **Bill: HB 3244;**
    - iv. **Position on this bill: support**

House Committee on Revenue  
900 Court Street NE  
Salem, OR 97301

March 19, 2021

Dear House Committee on Revenue,

I'm writing to urge you to **vote YES on HB 3244** to expand the Oregon Production Incentive Fund (OPIF) from \$14 million to \$20 million. This program is critical to keeping our state competitive for film, TV, commercials, and other digital media.

Being a third generation Film and Theater legacy, I can truly say that the arts are in my blood. I have been a Union costumer for almost 30 years, and still have a few ( hopefully many) more shows in my future. This career has made possible my husband's education, the purchase and renovation of our home, and, during the 6 seasons of the show "Grimm", college education for both of our sons.

This last year, the pandemic has dealt us a crushing blow in all of the arts, and we need all of the support we can muster to recover. We struggle to compete with Georgia and New Mexico for production work as Hollywood tends to shop for the best deal when it comes to picking a location where it will contribute millions of dollars to the local economies. It's not just our wages, which are generous, and leads to investments in our communities, but it's also the support services needed to build a show. It's like the circus coming to town, or an Army on the move. Cash is spent on food, hotels/ apartments, laundry, building supplies, car rentals, and administrative support employment. It's a clean/ green industry that only leaves behind the money spent and great memories.

Please **vote YES on HB 3244** to expand OPIF and increase media production jobs and spending in our state.

Regards,

Leslie Gilbertson

Tailor/ Costumer, IATSE 488

Portland, OR