

Hello, my name is Cindy and I have been a sign language interpreter in Oregon for the past 20 years. During this time, I have seen many frustrations in the Deaf community because of interpreters who are unqualified being put in positions of professional interpreters. The frustration and actual harm that has been done in the Deaf community is beyond comprehension. I am thrilled to see that we are taking things seriously here in Oregon in the form of licensure for interpreters to make sure these issues are resolved.

HB3231 will protect the more than 180,000 Deaf, DeafBlind, and Hard of Hearing Oregonians in our state by establishing a licensure requirement for Sign Language interpreters. Currently in Oregon, anyone can legally represent themselves as a Sign Language interpreter whether or not they are qualified and provide services in settings such as emergency press-conferences, drug treatment facilities, or attorney-client meetings. This results in unqualified or unethical interpreting services, violating the rights of Deaf, Deafblind, and Hard of Hearing Oregonians and potentially causing great harm to consumers. Along with the risk to the consumers, hiring entities including government agencies are at risk of lawsuits if they hire interpreters who are unqualified.

HB3231 will create a State Board of Sign Language Interpreters within Oregon Health Authority, outline requirements for interpreter licensure and establish standards for the profession. It will also protect consumers and hiring entities by requiring licensure to work as a Sign Language interpreter in Oregon. Over 30 states have established such requirements for Sign Language interpreters and the passing of this bill would ensure Oregon is in line with national best practices.

I respectfully ask for the Committee's support of HB3231 the Oregon Sign Language Interpreter Licensure Bill because this law will protect the rights of Oregon's Deaf, Deafblind, and Hard of Hearing citizens.

Sincerely,

Cindy Culpovich, CI/CT, NIC Advanced, CCHI, OHA HCI