Representative Brad Witt, Chairman
House Committee On Agriculture and Natural Resources
Oregon State Capitol
Salem, Oregon

RE: HB 3167 Predator Damage Control District Funding bill

Chairman Witt and members of the House Committee:

My name is Sharon Waterman of Bandon. My husband and I are livestock producers and timber land owners in Coos County plus our operation is an Oregon Century Ranch. I want to thank you for the opportunity to comment on this most extremely important bill to livestock producers and timber land owners in southern Oregon.

The ability to form Predator Damage Control Districts came about after years of livestock and timber producers working in Coos and Douglas Counties to find a stable funding source for predator management which came about in 2015 with HB 3188. 2015's HB 3188 was passed and signed by the Governor with a sunset clause in it. In the fall of 2020, representatives of Coos and Douglas County Predator Damage Control Districts met to formulate legislation to repeal the sunset and to add clarity to some of the language after going through the process. The assessment process is working well in both Douglas and Coos Counties. We understand there are other counties interested in forming Districts too. Therefore, it is imperative the Predator Damage Control District sunset be repealed.

Predator management on livestock operations and timber lands is an essential tool. Each year, ranchers suffer losses of livestock due to predation even with this program. Without the program, the economics of ranching would suffer more. Timber producers experience bear damage which causes a loss of millions of board feet of timber each year. These losses both in the timber industry and the livestock industry have an economic impact not only to the producers but to the community.

Please vote "yes" on HB 3167 so we as landowners can continue to fund these essential predator control/management programs in our counties.

Respectfully,

Sharon Waterman, rancher and timber owner Coos County, Oregon