

Dear sir or madam,

As a concealed carry licensee in the state of Oregon, and annual traveller from PDX, I vehemently oppose this proposed legislation, and urge you to vote "no" on it.

I got my concealed carry license to be able to legally protect myself and my family at all times. When I travel outside of our fine state to other states where I'm licensed, I exercise my rights up until the very last moment when I must go through security. Criminals who wish to do me and my family harm must also pass through security to enter the airport and get on a plane, but they do not have to do any of this open entering the terminal, and therefore neither should I. Airport terminals have been a target for crazed lunatics in the past, and stripping me the right to protect my family in such a location is wrong.

Preventing licensed concealed carry owners from exercising their legal rights in a very legal way, will not stop criminals from carrying regardless and breaking the law.

I realize there are other places within our state where I am not able to legally carry. Some of these make sense to me, and some do not, but regardless I make the choice to follow these laws anyway - many people do not, and would chose to protect their life over a seemingly nonsensical law. The same people who have made these choices will continue to carry at the airport.

My point is: it makes sense to prevent firearms in certain spaces, but if you're going to prevent law abiding citizens from bringing them in, you need to have a way to stop criminals also. I can't go to a Blazers game with my legally carried firearm, and I'm fine with that because they have metal detectors and security to pat people down. The entry to the airport ticketing area does not. So if you enact this legislation, please consider moving security to the front entry. You might consult the architects who are currently redesigning the place!

Thank you for your time reading this. Please make the right decision, use logic and reason, and do not advance this legislation.