HB 4016 A STAFF MEASURE SUMMARY

Senate Committee On Rules

Prepared By:Michael LantzMeeting Dates:2/24

WHAT THE MEASURE DOES:

Prohibits the Oregon Liquor and Cannabis Commission (OLCC) from issuing new marijuana production, processor, wholesaler, and retailor license applications received after January 1, 2022. Requires annual report on moratorium to Legislative Assembly. Sunsets moratorium on March 31, 2024. Allows OLCC to reissue marijuana licenses that have expired, been relinquished, or been otherwise suspended. Authorizes OLCC to allow a marijuana retailer mistakenly licensed to operate within 1,000 feet of a school to relocate without reapplying for a new license. Makes conforming statutory changes. Sets operative dates. Declares emergency, effective on passage.

ISSUES DISCUSSED:

EFFECT OF AMENDMENT:

No amendment.

BACKGROUND:

The production, processing, and sale of marijuana and hemp is legal under Oregon law. The Oregon Liquor and Cannabis Commission (OLCC) has primary responsibility for regulating marijuana while the Oregon Department of Agriculture (ODA) regulates hemp. To produce marijuana or hemp, the grower must be licensed by the regulating agency. There is currently no restriction on how many production licenses can be issued for either marijuana or hemp though a moratorium on the issuance of new marijuana production licenses was in place between 2019 and January 2, 2022 (See Senate Bill 218, 2019). Processors, wholesalers, and retailers are also subject to licensing requirements. Marijuana and hemp must be tested at several stages, both for contamination, and, in the case of hemp, to ensure the concentration of THC is not above the .3 percent limit imposed by state and federal law.

House Bill 4016 A prohibits OLCC from issuing new marijuana production, processor, wholesaler, and retailer licenses until March 31, 2024; allows OLCC to reissue expired, relinquished, or otherwise suspended marijuana licenses; and makes other technical changes to statutes regulating marijuana in Oregon.