

Submitter: MARK QUAID

On Behalf Of:

Committee: House Committee On Climate, Energy, and Environment

Measure: HB2816

For the record my name is Mark Quaid and I live in Portland.

GHG emissions are already causing climate disasters in our state, we need to do all we can now to reduce these emissions and the harm they cause.

I encourage you to pass HB 2816 with the amendments the proposers developed with significant stakeholder feedback. I support HB 2816 because Oregon state needs to close loopholes that inhibit our ability to reduce GHG emissions.

HB 2816 simply ensures that the goals of cleaning up energy generation in Oregon over time that were passed by the Legislature in HB 2021 are not undercut by data centers and crypto-currency companies with high-energy needs. I think Oregon could see economic and social benefits from welcoming these industries into our state, and Oregon has much to offer them in energy costs, tax benefits, and undersea data cable access, however, I believe growth in this industry should not come at the cost of Oregon being unable to meet our statewide goals for clean energy generation.

We have some reasons to be concerned, so now would be the time to set standards for the future:

- According to the Oregonian, Umatilla Electric Cooperative's GHG emissions have grown 543% since 2010
- Cryptocurrency operations are not yet numerous in OR, but in New York State, cryptocurrency operators are vertically integrating fossil fuel power plants.
- Data centers are projected to use 58% more energy by 2030 and 128% by 2040, according to industry group NWPCC, which may mean commitments to clean energy generation will be tested.

Fortunately, most of these high-energy-demand companies are already publicly committed to doing better than the HB 2021 phase-in goals. HB 2816 will not affect these companies' plans for how they meet their energy demands, and the administrative requirements for confirming compliance would be minor.

Thank you and please support HB 2816.

Sincerely;

Mark Quaid