Submitter: Ted Magnuson

On Behalf Of:

Committee: House Committee On Housing and Homelessness

Measure, Appointment or Topic: HB2400

"Chair Marsh, Vice-Chair Andersen, Vice-Chair Breese-Iverson, and members of the House Committee on Housing and Homelessness, thank you for the opportunity to comment on HB 2400, HB 2422, and HB 2316.

I am a retired insurance executive and enjoy the great Oregon outdoors.

I encourage you to vote:

NO on houses built for resale on our farm and forest lands (HB 2400)

NO on disorganized, haphazard upzoning of rural lands to create sprawl from the outside in (HB 2422)

NO to sprawl development on precious public lands, with extensive infrastructure costs billed to the state (HB 2316)

YES to smart growth inside cities and towns, where infrastructure costs are lower and where people can best access schools, jobs, and services

"I am an Oregonian who opposes HB 2400, HB 2422, and HB 2316, which will negatively affect the agricultural, forested, and public lands that sustain our communities. These bills disregard existing laws, especially our land use laws that encourage smart growth and the protection of agricultural and forest lands that Oregonians rely on for food, fiber, and jobs."

Oregon land use laws have been set up to preserve the Oregon way of life. These bills bypass land use laws that ensure public input in growth decisions.

I am concerned that these bills contribute to fragmenting rural lands, especially farm and forest lands, and how that fragmentation harms working lands' stewards and their ability to run a viable farming, ranching, or forestry operation.

State how these bills will likely harm Oregon's No. 2 economic industry – agriculture – which brings in \$33.3 billion per year, especially for rural Oregonians.

Housing and other growth is better directed inside urban growth boundaries, where people can live close to schools, jobs, stores, and services.

Thank you for opening this legislation up to public comment. I'm grateful for the opportunity to comment