Submitter: Trevor Means

On Behalf Of: Pastor of Goshen Real Life Church

Committee: House Committee On Rules

Measure, Appointment or Topic: HB3971

I am writing to you as the pastor of Goshen Real Life Church to express my strong opposition to HB 3971, which pertains to the approval and funding of the proposed CleanLane Resource Recovery Facility in Goshen. Our church is located so close to the proposed site that one could throw a baseball from our property to the facility. This proximity raises significant concerns for our congregation and the broader Goshen community.

The potential for increased noise and unpleasant odors from the CleanLane facility is deeply troubling. Our church is a place of worship, reflection, and community gathering, and the introduction of disruptive noise and offensive smells would severely impact the quality of our neighborhood. A peaceful environment is essential for fostering spiritual growth and community connection, and we fear that the facility's operations could undermine this.

Furthermore, many residents in Goshen already face significant challenges with their septic systems, including frequent issues with backups and flooding. These problems are exacerbated during heavy rain, which is common in our area. The addition of a large-scale waste processing facility so close to our community could worsen these existing issues, potentially overloading local infrastructure and increasing the risk of environmental contamination.

I urge you to vote no on HB 3971, the construction of the CleanLane Resource Recovery Facility in such close proximity to our church and residential areas. The potential negative impacts on our community's quality of life, health, and environment outweigh the proposed benefits. I respectfully request that you prioritize the well-being of Goshen residents and explore alternative locations or solutions that do not place such a burden on our community.

Thank you for your attention to this matter. Sincerely,

Trevor Means Pastor, Goshen Real Life Church