

Submitter: D Torres
On Behalf Of:
Committee: House Committee On Climate, Energy, and Environment
Measure, Appointment or Topic: SB83

Chair & Committee Members,

I reluctantly support this bill. I find it difficult to fathom that with all the opposition expressed on the Wildfire Hazard Map, the home hardening mandates, building code and zoning changes, that Oregon legislators continue to refuse to listen to their constituents. The will of those who submitted appeals were very plain and direct.
We want:

1. The Wildfire Map repealed
2. Home hardening/defensible space mandates & fees gone
3. Restrictive building codes on existing and new structures gone.
4. No zoning changes

This bill, "engrossed" continues to show that legislators STILL are NOT listening to the people.

My thoughts on legislators' job in Salem:

Legislators are elected to represent the interests and needs of their constituents. They are expected to listen to the concerns of the people in their districts, attend public meetings, and communicate openly about their positions and decisions.

Legislators should be responsive to their constituents by seeking feedback, conducting town hall meetings, and listening to the diverse perspectives within their districts. In doing so, they ensure that their decisions reflect the needs and desires of the public. Listening to feedback, gathering input, and staying attuned to public opinion are crucial aspects of your role in representing the people. This ensures that decisions are not made in isolation but are informed by the real concerns of Oregonians.

Like most things the state obviously likes to keep us in a little box. You don't allow to say support for part and oppose for part. My position is that all of SB 762 and SB 80 needs to be repealed period. But that option is not before us. No one has submitted that clean of a fix. Knowing what is going on in Salem, there doesn't seem hope that that will happen either.

There are still a few problems with this bill but if this bill is not passed to repeal the map is not approved, we are stuck with the map and appeals go forward. Somehow,

we have to remove the map and mandates. If it means to support SB 83 engrossed, warts and all, it is better than being stuck with the Hazard Map and mandatory Defensible Space and Home Hardening and this is why I support the bill, although reluctantly.

All the games you all play in Salem make it hard to follow and really see the truth and it would be super nice if a legislator would actually stand up and explain what is still in this bill and WHY, all 25 pages of it including the redefining of wildland urban interface, defensible space coding, and building codes on new construction. However this goes, WE THE PEOPLE need to NEVER GIVE UP telling all of you legislators what we want and don't want. I don't intend to give up holding all of you responsible for listening and doing what the people want rather than some agenda you want to impose on the people and that's the way this feels. With all of that said, I will remain to hesitantly support parts of this bill with much reservation and will hope for more changes down the road to show that you actually are listening to the people you are affecting by passing such horrible legislation in the first place. This bill directly affects people's lives and homesteads and shame on all of you for wanting to make our lives more expensive and harder to "comply" with the rules that you set upon us. The real issue remains unfixed - public land/forests fuel reductions/hardening around communities and fire breaks. I am not for prescribed burning given the state of these lands and the chem trails in our skies. The two just don't mix together. Grazing would be a much better solution to some of this land. All Oregonians breathe the same air when wildfires start as wildfires affect everyone in this state, not just those living next to forestland. More needs to be done with the forest lands an than the homes. I remain that SB 762 is unconstitutional and unlawful and needs appealed period.

Thank you for your time