

Submitter: David Gutt
On Behalf Of:
Committee: House Committee On Housing and Homelessness
Measure, Appointment or Topic: HB2316

To Chair Marsh, Vice-Chairs Andersen and Breese-Iverson, and Committee Members:

Once again, thanks for the opportunity to comment. Oregon is well-known for protecting its natural spaces while planning for smart growth. It is one of the primary reasons my wife and I chose to retire to Central Oregon. We both grew up in rural New England. In my case, I watched our family's 40 acre farm go the way of so many rural communities - under the axe of development, lost to suburban sprawl. It would be a shame to see the same thing happen here in Oregon.

HB 2316 would pave the pathway to sprawl housing development on public lands outside urban growth boundaries—costing taxpayers more while doing little to solve our housing crisis. So, rural sprawl is not a solution. Building homes far from cities and towns drives up costs, strains natural resources, and ignores the careful planning that has made Oregon a leader in sustainable development. There are also some dubious bait and switch provisions included in these bills allowing for future profiteering and subdivision by way of resale of rurally developed properties.

Infrastructure Costs Add Up – Before a single home is built, the state would have to invest heavily in roads, water, and emergency services—placing an unnecessary burden on taxpayers when more affordable options exist. Our taxes have already increased enough, thank you!

Better Options Do Exist – Instead of pushing development into sensitive areas, we should focus on surplus public lands inside our cities—places where families can walk to school, visit the doctor, and support local businesses. Oregon can meet its housing needs without sacrificing the landscapes that make this state special.

Please reject this measure as well as two other related bills (Hbs 2400 & 2422). We appreciate your effort on behalf of all Oregonians and thank you for the chance to comment.

Sincerely,
David Gutt