



March 26, 2015

**Via E-Mail**

Representative Brian Clem, Chair  
Committee Members  
House Committee on Rural Communities, Land Use and Water  
900 Court St. NE  
Salem Oregon 97301

Re: HB 3222

Dear Chair Clem and Committee Members:

Thank you for the opportunity to testify on HB 3222. Housing Land Advocates (HLA) was founded in 2004. We provide advocacy, education, technical assistance and legal representation on land use matters to ensure policies and practices are adopted that ensure an adequate and appropriate supply of affordable housing for all Oregonians. This advocacy involves working with local governments, interest groups, affordable housing providers, land use policy makers, and planners to ensure that state and local housing obligations are being met.

HLA opposes HB 3222 because it will adversely impact the ability and responsibility of all Oregon communities to meet the housing needs of all their residents and workers. Oregon's land use program, Goal 10, provides:

"To provide for the housing needs of citizens of the state.

Buildable lands for residential use shall be inventoried and plans shall encourage the availability of adequate numbers of needed housing units at price ranges and rent levels which are commensurate with the financial capabilities of Oregon households and allow for flexibility of housing location, type and density."

To implement Goal 10, under current law, all cities must plan for sufficient residential land, and zone it to ensure it provides all needed housing types – multi-family, single-family, duplexes, mixed-use, small lots, attached housing, etc.... However, HB 3222 would exempt cities under 25,000 from the "needed housing" statute. (See bill page 2, lines 2-4 of the bill.)

This would exempt most cities in Oregon from the needed housing requirements. This is contrary to 40 years of Oregon's land use planning program requiring that all cities plan for the housing needs of all.

We ask that you not support HB 3222.

Sincerely,



Jennifer Bragar  
President