Please include this as my testimony in the record as public testimony and comments. I am a legal citizen of the United States and of Oregon.

These bills will impinge on the legal rights of Oregon's citizens.

SB897 Calls members of a militia criminals by including the term in this law. By creating a crime if persons in a group leave public places after required to do so, in this law, those who comply with the order to vacate will still be charged with a crime. Meaning those who violate the order will be charged with the same crime as those who obey. You cannot charge a crime if someone complies with an order.

SB797 This bill will create a situation that denies ALL legal gun purchases indefinitely. If they delay an approval for no reason other than backlog or failure to process applications, a legal sale will be stopped indefinitely. There must be some time limit placed on the State Police to process applications or this amounts to a violation of the purchasers Second Amendment right to own a firearm. The businesses involved in the legal sale of firearms in Oregon will suffer unreasonable harm by denying them sales to legitimate customers. The eventual result will be Oregonians forced to purchase firearms out of state.

SB868 The criterion for confiscating legally owned firearms in this bill is overbroad and damaging to the citizens of Oregon. It is also a violation of the Fourth Amendment of the Federal constitution as it does not allow for due process before confiscating legally owned firearms. It creates a crime if a person purchases a firearm within six months of any unfounded accusation by persons who may have an ulterior motive in the accusation. Due to the ill-conceived SB941, the person in question may not even give their firearms to a friend for safe keeping while defending themselves against this intrusion. Safety of domestic abuse persons is important but this bill is simply too broad and violates both the Second Amendment and Fourth Amendment rights of a person.

Thank You,

Robert Vinnacombe