



March 16, 2021

Joint Committee on Transportation Oregon State Capitol Salem, OR 97301

Re: Support for HB 2530, with the -2 Amendments

Dear Co-Chairs Beyer and McLain, and Members of the Committee:

Thank you for the opportunity to provide comments on HB 2530 and the -2 amendments. The City of Happy Valley is supportive of HB 2530 with the -2 amendment as a measure to improve safety.

One of the most common concerns the City receives from residents is related to the high number of traffic crashes, often caused by speed. On Sunnyside Road alone–Happy Valley's most traveled arterial–there have been an average of 91 crashes per year over the last five-years. To address road safety issues, the City utilizes a community Traffic and Public Safety Committee made up of Happy Valley residents that receives input from City engineers, police, and fire department officials. HB 2530 with the -2 amendment would provide another tool for this group to evaluate and consider for improving safety on local roads.

The potential loss of life or risk of life changing injuries as a result of traffic crashes cannot be understated and communities are doing all they can with the tools available to reduce and mitigate these tragedies. In addition, traffic crashes produce a litany of secondary impacts, such as road closures, congestion, and property loss. They also take considerable resources to manage, often involving multiple agencies. We believe Happy Valley residents should have the option to consider photo radar as one of many strategies to increase traffic safety.

The City is committed to utilizing education and traffic calming devices to improve safety. Provided there is enough community support, HB 2530 with the -2 amendment would empower communities with another tool for improving road safety.

As a growing City of young families, traffic safety is one of our top priorities. Thank you for the opportunity to provide support for this safety measure on high crash corridors.

Sincerely,

Jason Tuck, ICMA-CM

City Manager