## HB 2898 STAFF MEASURE SUMMARY

Carrier: Sen. Smith DB

# Senate Committee On Veterans, Emergency Management, Federal and World Affairs

Action Date:	05/04/23
Action:	Do pass.
Vote:	3-0-2-1
Yeas:	3 - Manning Jr, President Wagner, Woods
Exc:	2 - Gorsek, Thatcher
Abs:	1 - Linthicum
Fiscal:	Has minimal fiscal impact
Revenue:	No revenue impact
Prepared By:	Beverly Schoonover, LPRO Analyst
Meeting Dates:	5/2, 5/4

### WHAT THE MEASURE DOES:

Extends, from 24 months to five years, the length of time during which a recreational vehicle may be sited and occupied on a lot with a single-family dwelling damaged by a natural disaster. Extends to December 30, 2030, the time for occupying a recreational vehicle after a dwelling was destroyed by 2020 wildfire conflagrations.

#### **ISSUES DISCUSSED:**

- Long-term recovery during housing crisis
- Building permit waiting period
- House Bill 2809 (2021) permitted temporary siting of recreational vehicles on properties with dwellings rendered uninhabitable by a natural disaster

#### **EFFECT OF AMENDMENT:**

No amendment.

### BACKGROUND:

Since 2005, Oregon law has allowed the use of a recreational vehicle (RV) as a dwelling if all of the following conditions are met: the RV is located in a manufactured home park, mobile home park, or RV park; the RV is occupied as a residential dwelling; and the RV has lawful water and electric hook-ups and a sewage disposal system. In response to the 2020 wildfires, the Legislative Assembly enacted House Bill 2809 (2021), which also permitted the siting of an RV as a dwelling on the lot of a manufactured or single-family home made uninhabitable by a natural disaster, until the home is made habitable or 24 months following the date it was made uninhabitable.

House Bill 2898 extends the time allowance for living in an on-site RV to five years. The measure also specifies that, under applications to alter, restore, or replace a dwelling destroyed by the 2020 wildfires, the applicant is permitted to occupy an RV until December 30, 2030.