

Submitter: Joe Hovey  
On Behalf Of:  
Committee: Joint Special Session Committee On Transportation  
Funding  
Measure, Appointment or Topic: HB3992

As a taxpaying citizen of Oregon, I am writing to let you know that I am opposed to the upcoming proposal by the Governor re: ODOT's budget.

Oregonians are over taxed; many of us are struggling to pay for housing, groceries, utilities and transportation. Therefore, I would ask that you work with your fellow legislators to find ways to use existing funds to address general maintenance. My understanding is that with legislative input, existing funds for "special projects" can be re-directed to maintenance, etc. I firmly believe this is the starting point from which we need to work and NOT to consider raising fees nor taxes. We need to take a good hard look at some of these special projects and pause those that are superfluous; as I am sure there are a few that fit into this category and can be put on pause for a bit.

I also am baffled by the astronomical pay scales for Administrative Positions at ODOT, not to mention 2 more that have been recently added since the announcement of "cuts" to ODOT front line workers. We need to be looking closely at these positions and determine those that are NOT critical and can be alleviated. For way too long, ODOT has not been held accountable for their actions!

Bottom Line: Oregonians deserve Much Better from its Leaders! I would ask that you get creative and do some "smart budgeting" with what funds ODOT currently has, and please STOP with the overspending and this upcoming taxation strategy!

In closing, we should NOT be looking to layoff the front line workers who will address the critical needs of our roads. Enough with the fear mongering! All parties need to collaborate on finding positive solutions for the short run without putting more financial burdens on the citizens of Oregon.

I trust you will agree and work diligently to make this happen and not take the "lazy" way out.

Thank you for your time and thoughts.