

Hello Portland City Council,

For the record, my name is Jacob Apenes. I am 25-years old, a lifelong resident of Portland, and an Outreach Co-lead with Sunrise PDX. At Sunrise PDX, we focus on transportation justice. In the past, this has meant fighting against the freeway industrial complex and their expensive, unsustainable projects. Today, while that fight still rages on, we are working to fight FOR something, as opposed to playing defense. Sunrise PDX wants to see a city where buses come every 5 minutes instead of every 15-60. We want infrastructure that protects bikers from cars, and we want to see a plan that takes Vision Zero seriously.

We, most importantly, want to build a transportation system that's car-free or car-lite. 40% of the state's carbon emissions comes from transportation. It's time to change that.

This is achieved not only through improvements to public transit, regional rail, and safe bicycling infrastructure. It's also achieved through good housing policy. Policies that encourage dense housing development near jobs, schools, businesses, and parks allow many more people to live in walking distance of their needs. Dense multifamily housing also supports local business development, creating the virtuous cycle needed for amenity-rich neighborhoods.

Dense multifamily housing also improves transit service. By having more residents in our walkable neighborhoods, it increases demand for TriMet's buses and MAX lines. This encourages TriMet to increase service in these areas which then encourages neighbors to take transit more often. It's another virtuous cycle brought along with denser housing.

In summary, housing policy is transportation policy. We should be fighting for a city where everyone's needs can be met without a private vehicle, and dense housing development helps in this fight. Sunrise PDX supports Portland: Neighbors Welcome's campaign to upzone the Inner Eastside. The City should include Inner Eastside for All as a strategy in their Housing Production Strategy.

Thank you.