

---

**Date:** March 18, 2021

**To:** Environmental Quality Commission

**From:** Richard Whitman, Director

**Subject:** Item K: Budget and legislative updates (Informational)  
March 25-26, 2021, EQC meeting

**Purpose of item** DEQ will present updates on the agency budget process and legislation of interest to the agency and commission for the 2021 Legislative Session.

**Budget and legislative agenda development process** The 2021 Oregon Legislative Session convened in February 2021, and legislators are meeting virtually to ensure continued protection of public health during the COVID-19 pandemic.

In early March, DEQ submitted its 2021-23 Governor’s Budget, which reflects adjustments made by Governor Brown as part of the overall state budgeting process. That document will be used by the Oregon Legislature to shape the final agency budget later this year.

DEQ will present its budget, including requests for new and updated resources included in Policy Option Packages, at a Ways and Means hearing in early April. During that hearing, Director Whitman will present the agency budget information as part of a comprehensive overview of the work of the agency for Oregon’s public health and environment. DEQ will provide commissioners with the access information for that hearing, to be conducted virtually, once the final hearing dates and times have been set by the Legislature.

**EQC involvement** DEQ will provide regular budget and legislative updates to the commission through informational items or entries in the regular Director’s report. Commissioners may participate in or provide testimony at the DEQ Ways and Means hearing in early April, pending discussion at the March 25-26, 2021, meeting and further Legislative direction.

**Supporting materials** A. Link: DEQ’s 2021-23 Governor’s Budget document  
[https://www.oregon.gov/deq/FilterDocs/DEQ\\_2123\\_GovernorsBudget.pdf](https://www.oregon.gov/deq/FilterDocs/DEQ_2123_GovernorsBudget.pdf)

Report compiled by Stephanie Caldera  
*Commission assistant*