Do Pass Testimony

Citizen of ND

On SB 2151

In the 68th Legislative Assembly of ND

Dear Workforce Development Commitee,

I wish to write in support of this bill on 2 grounds: historical and pragmatic.

On the historical many of our predecessors were given incentives to move here from other parts of the country and around the world. We now look at the "Homestead Act" as a wonderful part of history that made moving out here appealing, and affordable, to people who were willing to work hard and to make this a better place by improving their land and taking advantage of its resources. Many of us have benefited in the decades since those brave pioneers moved here. Whether they were our direct ancestors or not they set up the towns, cities, and communities in which we live.

For the pragmatic we've all read about how hard it is to find workers to fill roles. Whether those roles are white collar professionals or blue collar workers that help our communities in so many ways. There is a plethora of data about how many open positions there are at all levels of employment. Why wouldn't we want to do everything we can to encourage people to come here to take those jobs. So many of our citizens who have lived here all their lives are now aging out of the workforce and there isn't always somebody with the skills and willingness to take their place. Doesn't it make sense to cast as wide of a net as possible to both assist those who are looking to fulfill the "American Dream" AND also help our businesses and communities become enriched by an influx of people who just want to work hard, raise their family, and contribute in any way they can.

Over the years I have had the honor of meeting many immigrants. These are not people looking for a "handout." These are people that are looking for a way they can come here legally and contribute. And an office like this can both help them fill those dreams and help businesses across the state to fill their open roles and drive them to success.

Sincerely,

Joel Mayer

District 36