

May 2, 2019

The Honorable Rob Bonta
California State Assembly
State Capitol, Room 2148
Sacramento, CA 95814



Re: AB 1191 (Bonta) State Lands Commission: exchange of trust lands:

Howard Terminal property: Oakland Waterfront Ballpark Act.

SUPPORT FROM: The USS Hornet, Sea, Air & Space Museum Volunteers

Dear Assembly Member Bonta:

On behalf of the over 100 volunteers of the USS Hornet Sea, Air & Space Museum, I want to express our support for AB 1191 (Bonta).

The Howard Terminal site has been selected for the proposed Oakland Ballpark District and Mixed Use Project. This site consists of a patchwork of historic uplands and filled former tidelands and submerged lands that are subject to oversight by the Port of Oakland, the State Lands Commission and BCDC. AB 1191 provides authorization to the State Lands Commission to settle title and boundary uncertainties and approve a trust exchange that will confirm the public trust on portions of the site, and remove the public trust on other portions of the site that are removed from the water, subject to the State Lands Commission making certain findings.

The bill does not remove the State Lands Commission's authority to review and approve the proposed exchange and the trust-consistency of proposed uses on trust lands. The bill does not seek to remove BHi DeCDC's authority. The project requires a major permit that must be approved by BCDC consistent with their legal authority and the proposed bill.

Additionally, it is anticipated that the project will generate approximately 2000 construction jobs and more jobs will be created with the operation of the ballpark. We also expect substantial job and economic generation from the surrounding uses, such as hospitality, office, restaurant, and retail jobs in Oakland and throughout the East Bay.

I want to thank you for your leadership on this important issue and for your efforts for Oakland and the region.

Sincerely

Dennis de Freitas, I
Immediate Past President, Docent Council
USS Hornet, Sea, Air & Space Museum