CompletelyDunn

Dear Delegate Barve,

Recycling is not only good for our environment but also good for our economy. That's why I write to express my **fierce opposition to HB 21 before the Maryland Legislature** which would ban Advanced Recycling in the state.

Simply put, by continuing to support Advanced Recycling programs in our state, we can cut down on waste, safeguard our environment, and in the midst of so much economic uncertainty in our community, create new job opportunities.

Advanced recycling enables a greater amount of post-consumer waste to be recycled into more things, meaning greater efficiencies, and reducing the amount of recyclable materials sent to landfills. In fact, there are estimates that advanced recycling could save 8.9 billion pounds of waste annually. That means less waste in our local waterways, preventing threats to public health. With the Chesapeake Bay and our lakes, rivers, and streams so integral to our state's economy, it's a no-brainer to prevent greater pollution which will threaten these ecosystems. Complementing traditional mechanical recycling, advanced chemical recycling also enables more expansive uses of recycled material, benefitting more local businesses and suppliers in multiple industries from environmentally friendly fuel to raw materials. What's more, it means reducing the need for as much water and energy in materials manufacturing and reduces greenhouse gas emissions, a leading driver of climate change. With so many Marylanders out of work, now is the exact time to leverage this new technology to create jobs and keep our state clean.

That's why I'm so disheartened to see the Legislature not embracing this 21^{st} century technology. Instead of being a national leader at the forefront of innovative solutions to address waste management, HB 21 would set us back and deny Marylanders the economic and environmental benefits of these new technologies. I strongly urge you to support Advanced Recycling. Please vote NO on HB 21.

Sincerely,

Brian Dunn

Owner, CompletelyDunn