

PAMELA G. BEIDLE
Legislative District 32
Anne Arundel County

DEPUTY MAJORITY WHIP

Finance Committee

Chair, Executive Nominations Committee

Spending Affordability Committee

Joint Committee on Gaming Oversight

Joint Committee on Management of
Public Funds

Chair, Anne Arundel County
Senate Delegation



James Senate Office Building
11 Bladen Street, Room 202
Annapolis, Maryland 21401
410-841-3593 · 301-858-3593
800-492-7122 Ext. 3593
Pamela.Beidle@senate.state.md.us

THE SENATE OF MARYLAND
ANNAPOLIS, MARYLAND 21401

March 30, 2023

SB356

**Transportation – Citizens Committee for the Enhancement of Communities Surrounding BWI
Thurgood Marshall Airport – Modification**

Good Afternoon Chair Barve, Vice Chair Stein and Members of Environment and Transportation;

Thank you for the opportunity to share with you SB 356, Citizens Committee for the Enhancement of Communities Surrounding BWI Thurgood Marshall Airport – Modification. The Committee was formed in 2001 to provide funding to the communities impacted most by BWI for transportation related improvements.

SB356 increases the funding from \$1 for every takeoff and landing of an aircraft at BWI to \$2 and also provides for an additional member appointed by the Senator from District 12. It expands the scope of projects eligible for funding to include not only transportation issues, but also public safety, education and projects sought by nonprofit organizations. This is similar to the existing Local Development Councils for MD Live and Laurel Racetrack.

The Fiscal Note states an additional staff member is needed. As the Department already staffs the Committee, I do not believe a full-time staff person is needed.

Every aspect of our citizens lives are disrupted by the noise associated with the takeoffs and landing aircraft especially since the introduction of NexGen aircraft, the impact is felt 24 hours a day. The benefit to our communities is well deserved and is small compensation for the impact.

I respectfully request a favorable report on SB356.