



May 11, 2025

**Re: Minnesota Advisory Council on Infrastructure**

Dear Conference Committee Members,

I am writing to you regarding H.F. 2783, the current MN House of Representatives version of the omnibus state government finance bill. Primarily I would like to draw your attention to Section 26 Subdivision 2, which proposes repealing the funding and authorization for the Minnesota Advisory Council on Infrastructure.

As a utility industry professional the service the Minnesota Advisory Council on Infrastructure provides is invaluable to help advise on the technical and financial issues regarding water infrastructure in the state. It also would provide feedback on regulatory issues, source water protection, and how to be the best steward of the water resources the State of Minnesota has to offer.

The original statute outlined the need to have voting members with direct and practical expertise and experience. The statute further dictates that there must be fair representation from all sectors across the state; public and private, professional organizations and public utilities.

The American Society of Civil Engineers (ASCE) Infrastructure report card gave Minnesota a C Grade, which is a mediocre rating. Drinking water systems across America, many of which are approaching one hundred years of age, will require over \$625 billion over the next twenty years to reach a state of good repair. Minnesota alone will require \$7.5 billion over the next twenty years.

As regulations become more stringent, and budgets being tight, infrastructure owners across the state will have to make some very tough decisions over the next decade. The members of the Minnesota Advisory Council on Infrastructure will be able to leverage their knowledge and professional relationships to provide expert guidance to stakeholders across the state.

Sincerely,  
Matthew Rasmussen,  
Public Affairs Council Chair; Minnesota Section American Water Works Association  
Assistant Superintendent Water Plant Operations; City of Minneapolis