March 13th, 2025



## Rev. Bill Roscoe, President/CEO of Boise Rescue Mission Ministries, Response to SB 1166

**Boise, ID – (March 13<sup>th</sup>, 2025)** Recently, legislation was presented in the Idaho Senate that would restrict homeless shelters from being permitted within 300 feet of a residential subdivision.

Boise Rescue Mission Ministries opposes SB 1166 as introduced. It imposes an arbitrary 300 foot separation between homeless shelters of any type and residentially zoned areas. Some separation between larger homeless shelters and single-family housing is often appropriate and depends on the size of the shelter, how the shelter is operated, the other uses in the area, and other barriers that may insulate the single-family housing from the impacts of the shelter. Smaller homeless shelters are usually better neighbors to single-family residential uses than the commercial uses commonly seen nearby. Those decisions are best left to the local jurisdictions, which are accountable to their citizens.

SB 1166 would not affect the River of Life Shelter or the City Light Shelter in Boise, which are more than 300 feet away from residentially zoned areas. SB 1166 would also not affect any of the Rescue Mission's transitional housing facilities, such as the Next Step facilities in Boise and Nampa. However, SB 1166 could prevent the future expansion of the Valley Women & Children's Shelter, the Recovery Lodge (for medically fragile homeless), and the Lighthouse, all in Nampa. Those facilities are appropriately sited and have operated for many years without burdening nearby single-family residential uses. All those facilities could be appropriately expanded to serve the citizens in need in the Nampa-Caldwell area without unreasonable impacts on single-family residential neighbors. The decisions on the expansion of facilities should be made by the people of Nampa through their elective representatives, not by arbitrary rules imposed by the State.

Sincerely,

Rev. Bill Roscoe, President/CEO Boise Rescue Mission Ministries