From: Sunset Advisory Commission

To: <u>Brittany Calame</u>

Subject: FW: Public Input Form for Agencies Under Review (Public/After Publication)

**Date:** Thursday, August 16, 2018 8:58:14 AM

----Original Message-----

From: sunset@sunset.texas.gov <sunset@sunset.texas.gov> On Behalf Of Texas Sunset Commission

Sent: Thursday, August 16, 2018 8:55 AM

To: Sunset Advisory Commission <Sunset@sunset.texas.gov>

Subject: Public Input Form for Agencies Under Review (Public/After Publication)

Agency: TEXAS BOARD PROFESSIONAL GEOSCIENTISTS TBPG

First Name: GARY

Last Name: KNAPP

Title: SENIOR VICE PRESIDENT

Organization you are affiliated with: MILLER AND LENTS

Email: gknapp@millerandlents.com

City: Houston

State: Texas

Your Comments About the Staff Report, Including Recommendations Supported or Opposed:

Ladies and Gentlemen,

OPPOSED. I am a petroleum geologist with 37 years experience. My Texas Board of Professional Geoscientists License number is #581. I strongly oppose your recommendation to eliminate licensing of geologists in Texas. My direct contact with the need for licensing is in regard to professionalism. Much of my company's current business is conducted internationally. Companies and government agencies that I work with in those countries have a great deal of respect for licensed professionals. Acquisition of jobs on the international market request not only data regarding professional organization certification and affiliation, but more importantly, they often REQUIRE PROOF OF PROFESSIONAL LICESENCING. If you eliminate the Texas Board of Professional Geologists, you potentially eliminate Miller and Lents (headquartered in Houston, Texas) ability to bid on and acquire jobs in the international market. Please allow the State of Texas Board of Professional Geologists to continue as an entity, so that I can continue working here in Texas and support my family.

Any Alternative or New Recommendations on This Agency: Keep this agency extant and intact.

My Comment Will Be Made Public: I agree