

Rancher-supported wolf bill derailed in House

By Steve Tool

Wallowa County Chieftain

One of two bills in the Oregon House that Dist. 58 Rep. Greg Barreto introduced to aid ranchers in their battle with wolves is apparently dead while the other lives on.

House Bill 3514 pertains to increasing reparations to

ranchers and tax credits for losses sustained from wolf attacks on livestock while HB 3515 would, in effect, permanently remove wolves from Oregon's endangered species list.

HB 3514, submitted by Barreto to the Agriculture and Natural Resources Committee (ANRC), virtually

sailed through in two work sessions with a unanimous vote and was passed on to the Revenue Committee for its consideration. It currently awaits that committee's discussion



Nash

and vote.

Northeast Oregon ranchers held out high hopes for the ill-fated HB 3515, hoping it would legislatively put an end to the controversial question of removing the wolf from the state's endangered species list.

See BILL, Page A7



Courtesy photo/ODFW

This undated photo from the Oregon Dept. of Fish and Wildlife is of a male wolf in the Wenaha Pack.

Water project goes out for bids

By Kathleen Ellyn

Wallowa County Chieftain

The City of Enterprise has advertised for bids on the \$5.75-million water system improvement project that threatened to unseat five councilors and the mayor when introduced in late 2013.

The water system upgrade, which was undertaken to bring the city's system up to minimum water-pressure requirements for firefighting, benefits from a \$5.7-million loan with \$750,000 in loan forgiveness from Safe Drinking Water Revolving Loan Fund (SDWRLF). With the loan forgiveness grant subtracted, the loan amount comes to \$4.8 million. The 30-year note carries an interest rate of 1 percent. The City of Enterprise is also pitching in \$200,000 to complete the project.

Improvements include: modernization of the water distribution system; upgrades on the well pump station; and erection of a new welded steel reservoir and possible rehabilitation of the concrete reservoir. The base bid work includes replacement of 53 fire hydrants and installation of 44 more, and a new 425,000-gallon welded steel reservoir.

The City of Enterprise was one of 50 cities and water districts to notify SDWRLF of their intent to apply for funds and was one of only eight entities to secure funding.

See WATER, Page A7

WALLOWA COUNTY
CHIEFTAIN
Wallowa County's
Newspaper Since 1884
Volume 133 Issue No. 2
© 2015 EO Media Group

REMAKING HISTORY

EM&M'S RESTORATION PROCEEDS

By Steve Tool

Wallowa County Chieftain

ENTERPRISE — Enterprise Mercantile & Milling building, the massive Bowlby stone structure located across Main Street from the courthouse, is coming up on its 100th year, and despite its countless incarnations, is still a viable part of the Enterprise business community.

Now called the EM&M Building, owners Ralph Swinehart and Janet Pulsifer along with co-owners Rick Michaelson and Sid and Mary Tate, continue to work repairing past damage and keeping the 50,000-square-foot building economically, as well as historically viable. The building was placed on the National Registry of Historic Places in March of 2012.

The building itself saw construction from 1916 to 1922. The owners went bankrupt during a subsequent mini-depression, and Wallowa County took possession of the building in 1925, eventually passing it to other owners.

Swinehart, a Boise native, has resided in the area for 42 years while Pulsifer relocated here from Seattle nine years ago. Swinehart, along with two partners, have owned the building since 2008, buying it from The Bowlby Group, who planned to turn the building into condominiums and a performing arts center before the recession hit.

Swinehart and his group are in the midst of refurbishing the entire building. "We're doing this bit by bit, not as some major project, but as funds become available," Swinehart said.

See PRESERVATION, Page A7



Steve Tool/Chieftain

Enterprise Mercantile & Milling building still standing strong after 99 years.



Rob Ruth/Chieftain

Wade Phillips, of Portland firm Restoration Enterprises, performs preservation work on the exterior frames of the EM&M Building in September 2014. Phillips replaced as little window material as possible in order to maintain historical integrity.

Veterans Service Office adds mural

By Rob Ruth

Wallowa County Chieftain

ENTERPRISE — Area veterans and others who have occasion to visit the local Veterans Service Office are in for a pleasant visual surprise if they haven't been inside the office recently.

One wall of the office now has a mural of an eagle painted by Enterprise artist Crystal Newton, who completed the work just before April.

"I was never able to serve in the military and I've appreciated what (veterans have) done for us, to say the least," says Newton, who worked on the mural one day a week over a period of five weeks. Veterans Service Officer Charley Neveau commissioned Newton to create the mural, work the artist performed at a reduced rate because it was a labor of love. Newton, who said her painting

sessions for the project typically ran approximately six hours, added it was "really an honor for me" to meet veterans who came in while she was working.

The office is located inside Enterprise's old hospital building and accessed via the old emergency entrance. It was formerly an x-ray room.

Maria Anderson, an Air Force veteran who is retired from a career in Houston, Texas, with the Department of Veterans Affairs, moved to Enterprise in June 2014 and now assists at the Wallowa County Veterans Service Office. Anderson praises the new mural, which she said achieves a "subtle" look that's exactly what she had hoped for. "We didn't want anything too distinct because some of the people who come in here have been in horrible situations," she said.

Newton said she used acrylic paints for the mural mainly because "oils smell too bad."



Rob Ruth/Wallowa County Chieftain

Artist Crystal Newton created the patriotic mural inside the Veterans Service Office in Enterprise.

