

Jacob Veauhn

From: Betty Leland on behalf of Office of Commissioner Graham
Sent: Wednesday, October 28, 2020 10:20 AM
To: Commissioner Correspondence
Subject: FW: Protect our solar rights! Docket: 2020-0000

Good Morning:

Please place this email in Docket #20200000.

Thanks.

Betty Leland, Executive Assistant to
Commissioner Art Graham
Florida Public Service Commission
bleland@psc.state.fl.us
(850) 413-6024

-----Original Message-----

From: anthony_olivera@everyactioncustom.com [mailto:anthony_olivera@everyactioncustom.com]
Sent: Wednesday, October 28, 2020 8:11 AM
To: Office of Commissioner Graham
Subject: Protect our solar rights! Docket: 2020-0000

Dear Chairman Art Graham,

Amid a public health and economic crisis, it's clear that Florida's electric utilities should be doing a whole lot more to promote rooftop solar - a known job creator that keeps money in families' pockets.

Before COVID-19, "solar installer" was the fastest growing job in the country, and the solar industry employed 250,000 people. The COVID-19 crisis could put half, 125,000, of these jobs at risk in communities across the United States. In the Sunshine state, before this crisis began, the solar industry employed over 12,000 Floridians. Now, over 1 million Floridians are unemployed, and Florida has already lost 22% of its workforce.

People and businesses across the state rely on common sense solar policies to take control of their own energy, save money, and choose how they power their lives.

Not only does solar create jobs and save us money, but when paired with batteries, solar panels can contribute to the resilience of the electric grid and provide back-up power in emergencies. As we face another intense hurricane season, Floridians need more tools – not fewer – in order to weather all the storms that are coming our way.

Thank you for defending solar workers, business owners, and residents by protecting our bedrock solar policies here in Florida.

Sincerely,
Anthony olivera
6534 Deerberry Ct Lakewood Ranch, FL 34202-1867