PROCLAMATION

ENERGY EFFICIENCY DAY OCTOBER 6, 2021

WHEREAS, energy efficiency is the cheapest, quickest, and cleanest way to meet the City of Fremont energy needs, avoid dangerous pollution, and reduce utility bills for residents and businesses in our community; and

WHEREAS, implementing energy efficiency and other clean energy policies and programs can help boost economic opportunities and job creation while continuing to move the City of Fremont toward a sustainable future; and

WHEREAS, smarter energy use reduces the amount of electricity needed to power our lives, which helps avoid power plant emissions that can harm our health, pollute our air, and warm our climate; and

WHEREAS, cutting energy waste saves U.S. households billions of dollars on their utility bills every year, up to \$500 per household from appliance efficiency standards alone; and

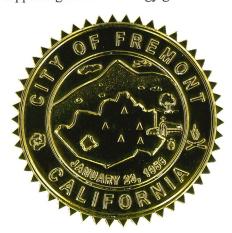
WHEREAS, increasing the minimum levels of efficiency for new buildings through adoption of a strong California Energy Code can significantly reduce utility costs and create new jobs; and

WHEREAS, over 4,000 Fremont residents have participated in regional energy efficiency programs offered by the Bay Area Regional Energy Network (BayREN), East Bay Community Energy (EBCE), and Pacific Gas & Electric Company (PG&E), saving 1.4 million kilowatt-hours of electricity and 50,000 therms of gas; and

WHEREAS, a nationwide network of energy efficiency groups and partners has designated the first Wednesday in October as national annual Energy Efficiency Day; and

WHEREAS, together we can continue to contribute to our sustainability efforts by learning more about energy efficiency and practicing smarter energy use in our daily lives.

NOW, THEREFORE, the City Council of the City of Fremont, hereby proclaim the first Wednesday in October as "ENERGY EFFICIENCY DAY" in the City of Fremont, and urge citizens to join us in supporting our clean energy goals and moving toward more energy efficiency now and in the future.



DATE

MAYOR -

CITY OF FREMONT