

From: false [mailto:sanfiv@yahoo.com]
Sent: Monday, October 29, 2012 4:53 PM
To: Solorio, Eric@Energy
Subject: Stop Quail Wail Burning Brush



To: Calif Energy Commission

Re: Quail Brush, San Diego

Following are facts brought up at SD City Council meeting by those opposed to Quail Brush Power Plant near Mission Trails Park, and San Diego City Council unanimously opposed Quail Brush:

Sierra Club engineers say there is less need for more power plants now that conservation and renewable energy is coming online; The CEC recommended rooftop solar could take up slack in San Diego; The Encino power plant could be retrofitted with cooling towers.

Environmental Health Coalition brought up that the particulate emissions of Quail Brush would violate state standards; that the 200K tons of greenhouse emissions from the plant would violate the state standards for reducing emissions 15%; that the CPUC has stated that no new plants are needed, and that Quail Brush would violate the state loading order of efficiency and renewables first before more fossil fuel plants.

California Pilots Association stated that Quail Brush would cause thermal plume crashes to the Gillespie Airport and cause lowering of Federal funding to airports.

League of Women Voters civil engineer said we have ample energy reserves of 30%, that Quail Brush would contribute to 60-80% overbuilt fossil fuel plants by 2020, and that our Sr. Planner has said the plant would violate Neighborhood Noise Codes.

Preserve Wild Santee rep said that the 45 tons of sulfur emitted by Quail Brush could be remediated with \$500K synthetic lube oil but that SDGE refused to do this.

Reps associated with Santee Mayor and City Council are intervenors and say that SDGE is planning to put Quail Brush on 100% capacity, not 43%, and that it is being fast-tracked through CEC.

CEC, please do not allow this plant to be built, as our city has refused to rezone open-space/residential to industrial, thank you.

Valerie Sanfilippo, Service Employees, Sierra Club, San Diego