

30 Million Solar Homes

The 30 Million Solar Homes initiative leverages existing federal programs and new initiatives to spark investment to power 30 million households, or one in four American homes, with rooftop and community solar.

The benefits for Idaho would be substantial, including:

Supplying 800 megawatts of new solar capacity.

The equivalent of **157,000** new solar homes, **106,000** in marginalized communities.

Reducing electric bills by **\$268 million** over the first five years.

Creating 9,000 good, new solar jobs.

Eliminating **255 thousand** metric tons of global warming pollution over the first five years.

Investing \$769 million of new federal funds into local solar energy.

Your U.S. senator and representative or delegate can advocate for 30 Million Solar Homes' policies, including:

- A requirement that at least 75 percent of total federal investment in this initiative benefits low- and moderate-income communities, environmental justice communities, and others with inequitable access to local solar.
- Restoration, extension, and democratization of the Investment Tax Credit to provide a direct pay option for distributed solar projects and a 30% credit.
- Substantially increased investment in low-income energy assistance and weatherization programs, including rooftop and community solar.
- New financing programs including a national green bank, Clean Energy Victory Bonds, and Ioan loss reserves.
- Substantial expansion of federal grants and loan guarantees for schools, rural businesses, tribal communities, and community solar projects.
- Virtual permitting, a national solar marketplace, rules supporting net metering and community solar requirements, and other market-boosting policy supports.
- Support for solar workers and small business owners from underrepresented groups.

Learn more about the 30 Million Solar Homes policies at: www.30MillionSolarHomes.org

Estimates for new jobs at the district level reflect where the work will occur, not where the workers might live.







