## Community-Owned Community Solar

Community solar allows multiple customers, or "subscribers," to purchase the energy output from a single solar panel array. Customers who can't install solar on their own property can access solar power from a community solar installation.

Whether they rent rather than own their home, can't install panels on their roof, or can't afford the cost of installing solar, they can still participate in community solar

## How Does It Work?:

Community-owned community solar projects are owned, built, and used by you and other members of your community. The electricity from your solar installation flows to the grid, and subscribers to your community solar project get a credit on their utility bill equal to the amount of electricity produced by their solar array. Your community has control: you decide how the solar project will be run and who will have access.

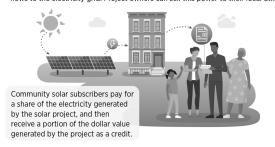
Research shows that communities experience substantially greater job creation and financial benefits when community solar projects are locally owned.



Scan for more information on community-owned community solar.

## How does it work?

Community solar projects generate electricity from sunlight and the electricity flows to the electricity grid. Project owners can sell this power to their local utility.



## Societal Benefits

Community-owned community solar promotes a more equitable, decentralized, clean energy transition. Communities can produce electricity rather than purchasing it from large utilities. Community-owned community solar also supports local economies, promotes energy independence, and strengthens the power grid. It's an equitable clean energy solution that promotes environmental justice. A solar array won't poison the air or leak toxic substances while providing power to nearby residents.

As the climate becomes more unpredictable and power demands continue to rise, community-owned community solar projects can provide reliability locally while strengthening grid stability as a whole.



