Richard Elkin Chair, Wellfleet Energy and Climate Action Committee PO Box 225 S Wellfleet. MA 02663



John Couture, Chair Kerry Dietz, Vice-Chair Massachusetts Board of Building Regulation and Standards (BBRS) 1000 Washington St, Suite 710, Boston, MA 02118

Dear Chair Couture and Board Members,

The Town of Wellfleet Energy and Climate Action Committee has voted to urge you to update the current Massachusetts energy stretch code to a Net Zero stretch code. Giving communities the option to adopt a Net Zero stretch code will help achieve our statewide energy efficiency and climate goals, and make buildings safer, more comfortable, and more efficient for families and businesses across the Commonwealth.

When the Massachusetts stretch code was first developed it was considerably ahead of the base code. Due to the base code catching up, it is no longer a significant improvement. As the Board is likely aware, many communities in Massachusetts are interested in Net Zero community planning and Net Zero buildings. A Net Zero stretch code would give Wellfleet the opportunity to improve how buildings are built now, getting us closer to meeting our climate goals as outlined by the Global Warming Solutions Act

The process of developing a revised stretch code should seek input from communities on the specific elements to ensure workability, with a clear goal of minimizing carbon pollution. An updated stretch code must address: enhanced thermal envelopes and strategies to reduce base energy use, increased use of electric heat to enable future use of renewables to support grid energy use, attention to resiliency, as well as readiness for electric vehicles, solar, and battery storage.

The Town of Wellfleet has made commitments to efficiency, resiliency, and clean energy with the goal of becoming a Net Zero community.

Thank you for your time and consideration.

Sincerely,

Richard Elkin

cc. Sarah Peake, Representative

Governor Charles Baker House Speaker Robert DeLeo Senate President Karen Spilka Julian Cyr, Senator