From:	Storm, Bill (COMM)
То:	Bruce, Charley (PUC); Panait, Cezar M (PUC)
Subject:	Fw: Public Comment on Certificate of Need and Site Permit Application PUC Docket Number(s): IP6984/WS-17-749
Date:	Friday, April 19, 2019 12:13:08 PM

From: Minnesota Laborers District Council <buildbettermn@gmail.com> on behalf of Joseph Bucci <communications@liuna.org>
Sent: Friday, April 19, 2019 11:34 AM
To: Storm, Bill (COMM)
Subject: Public Comment on Certificate of Need and Site Permit Application PUC Docket Number(s): IP6984/WS-17-749

Apr 19, 2019

Mr. William Storm 85 7th Place East, Suite 500 St. Paul, MN 55101

Dear Mr. Storm Mr. Storm,

I am submitting comments on the Bitter Root Wind Energy project because I want to make sure that the project creates high-quality jobs for local workers.

Wind farms can be a good thing when they create family supporting construction jobs for local workers. But too many wind farm projects in Minnesota have relied on out-of-state labor. When these projects are built by out-of-state workers, we miss out on a lot of positive economic benefits.

Flying Cow Wind has suggested that they will try to use local workers, but we don't know what the company means or if they will follow through? Does the company plan to use a majority local workforce like others have on past projects, or will they end up using out-of-state workers to do 80 or 90 percent of the work?

The commission needs to do more to determine how many of the benefits will go to local workers before approving this project. Without this information, how can the Commission decide whether the benefits of this project outweigh the potential harms? I believe that we need to require Flying Cow Wind, LLC, to disclose more about their workforce plan, and submit data on their use of local and non-local workers as a condition of their site permit. This is the only way that we can fully assess the human impact of this project.

Thank you for your time.

Sincerely,

Joseph Bucci 862 Mystic Ln Norristown, PA 19403-3666 jlbucci5@yahoo.com