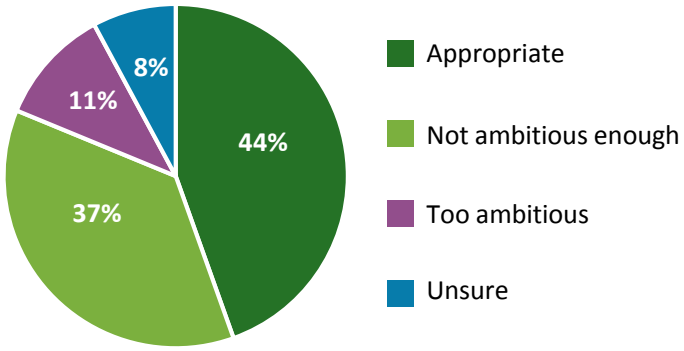
CLIMATE ACTION PLAYBOOK

Summary of Feedback from Public Review

Overview

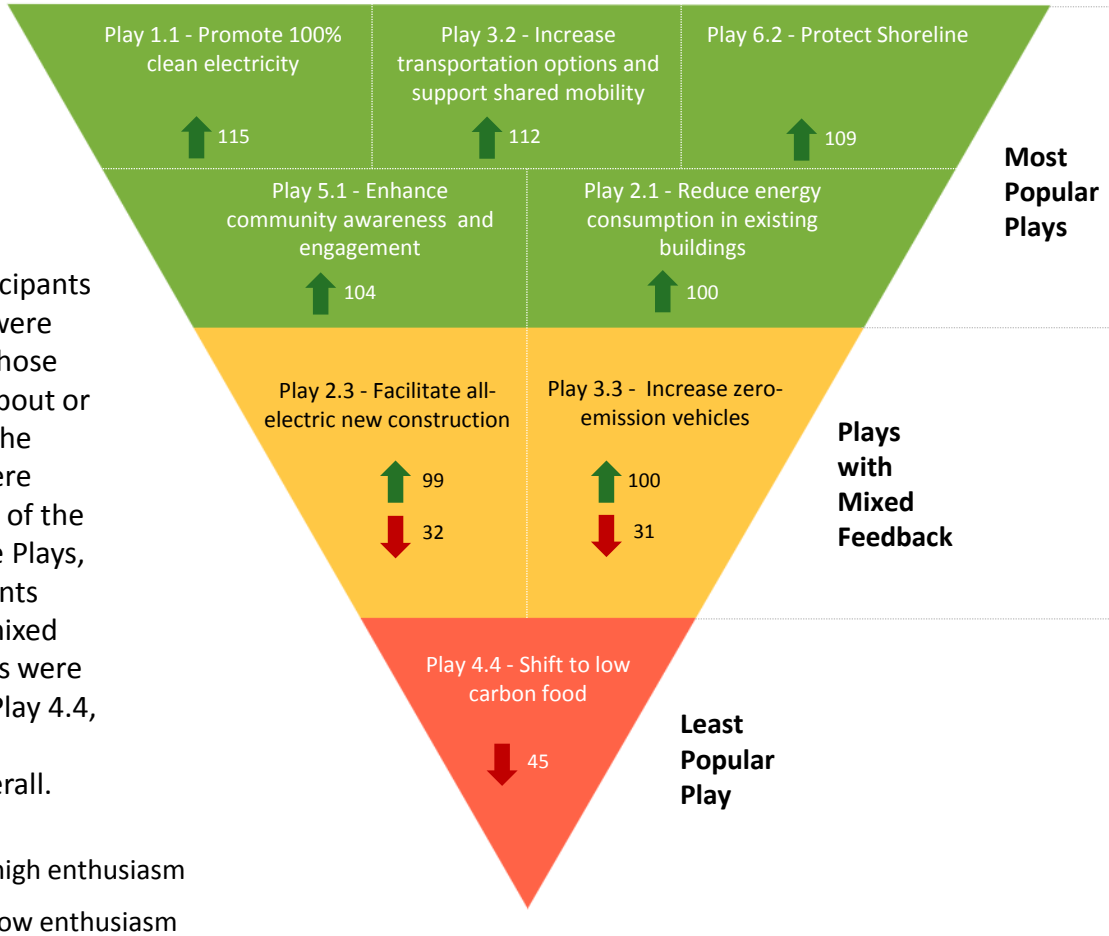
The Draft Climate Action Playbook was released on March 11, 2019, and public feedback was gathered through April 2019. Feedback was gathered online through Open City Hall, paper surveys, and at public meetings. 152 individuals completed surveys and 119 individuals attended seven public meetings, providing feedback on the general framework of the Playbook, the proposed targets, and the "Next Moves" (specific actions) in Game Plan 2022. All feedback was reviewed and changes were made to the Climate Action Playbook to reflect community sentiment.

Opinion of Long-Term Climate Targets



Feedback on Plays Summary

Survey and meeting participants indicated the Plays they were most excited about and those they were least excited about or wanted to remove from the Playbook. Participants were generally very supportive of the proposed Plays. For some Plays, like 2.3 and 3.3, participants showed strong support mixed with concern. Participants were least enthusiastic about Play 4.4, although it still had more supportive responses overall.



Number of votes with high enthusiasm

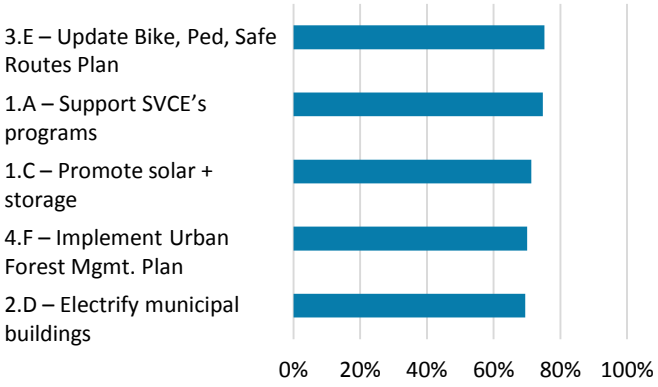
Number of votes with low enthusiasm

Feedback on Moves

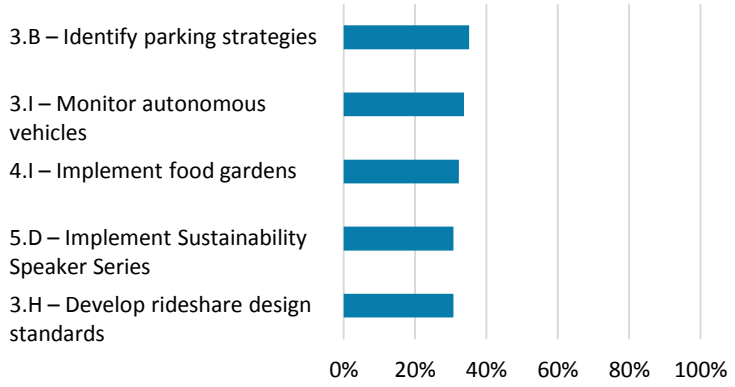
From Surveys

Survey participants ranked their enthusiasm on a High-Medium-Low scale for each Move in Game Plan 2022. Below are the five Moves that participants were most enthusiastic about and least enthusiastic about. Participants also expressed other ideas and concerns via written comments.

Most Enthusiasm



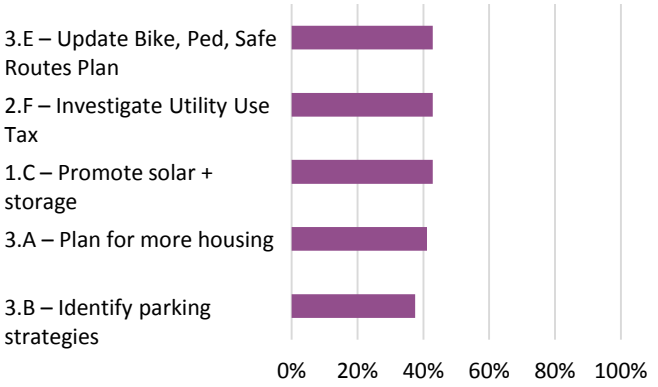
Least Enthusiasm



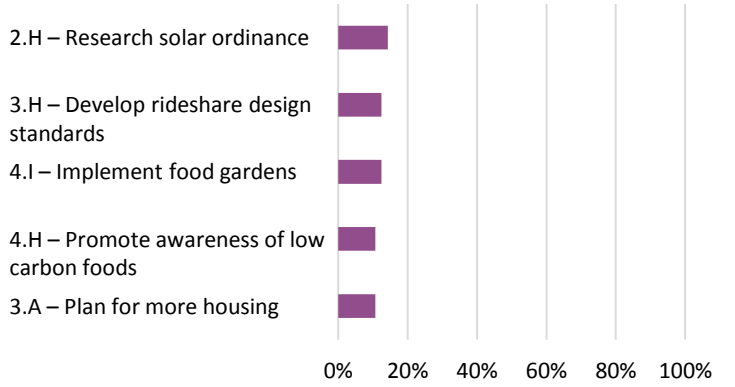
From Meeting Polls

Meeting attendees indicated which Moves in Game Plan 2022 they were most or least excited about by participating in a dot voting exercise. Below are the five Moves that participants were most excited about or least excited about and recommended removing. Note that Move 3.A appears in both lists. Participants also expressed other ideas and concerns via verbal and written comments.

Most Excitement



Most Concern/Remove



Summary of Feedback

Based on the feedback, the following changes were made to the Playbook:

- Accelerated the target for Play 2.3 to achieve all-electric buildings sooner.
- Adjusted transportation vehicle miles traveled (VMT) targets downward for Plays 3.1 and 3.2 to reflect a target that is challenging and attainable.
- Created a new Play 1.3 to emphasize importance of expanding distributed electricity storage.
- Simplified language for Zero Waste targets for Play 4.1 to be more meaningful to the community.
- Adjusted language for action on sustainable food in Play 4.4 to emphasize consumer choice.