SUSTAINABLE DC 2.0
COMMUNITY MEETING #2 TO UPDATE THE DISTRICT’S SUSTAINABILITY PLAN

#SDC2
AGENDA

1. Welcome & Background
2. Working Group Updates
3. Input Stations

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#SDC2
Sustainable DC
1.0 Topics

NATURE
WASTE
CLIMATE & ENVIRONMENT
TRANSPORTATION
ENERGY
FOOD

JOBS & THE ECONOMY
HEALTH & WELLNESS
BUILT ENVIRONMENT
EQUITY & DIVERSITY
WATER
## PLAN ORGANIZATION
GOALS, TARGETS, & ACTIONS

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WORKING GROUP PROCESS

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TECHNICAL CONSULTANT
IMPLEMENTING AGENCIES
EQUITY & COMMUNITY GOALS
BROAD COMMUNITY INPUT

RECOMMENDATIONS
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#SDC2
EQUITY & PEOPLE
EXISTING GOALS & TARGETS

EQUITY

EQUITY GOAL 1: Ensure that all school-age children in the District are educated in sustainability

EQUITY TARGET 1: Teach at least 50% of children in the District about sustainability concepts.

EQUITY GOAL 2: Ensure transparency in the District’s sustainability agenda including future plans and past progress

EQUITY TARGET 2: Expose 100% of District residents to Sustainable DC.
Create a committee to develop guiding equity principals to direct implementation for the Sustainable DC Plan

All District employees new and present to have reoccurring equity training

Educate and engage residents about equity and sustainability

Participation of district residents should not be marked complete

Create an equity commission

Concrete definition for equity

Community and Personal development
JOBS, ECONOMY & EDUCATION

EXISTING GOALS & TARGETS

JOBS & ECONOMY

JOBS & ECONOMY GOAL 1: Grow and diversify DC’s business sectors for sustained economic prosperity.

JOBS & ECONOMY TARGET 1: Develop 3 times as many small District-based businesses.

JOBS & ECONOMY GOAL 2: Expand the number and range of jobs available to District residents and ensure access to new jobs through appropriate skills training.

JOBS & ECONOMY TARGET 2: By 2032, cut citywide unemployment by 50%.
Secondary Target: Increase by 5 times the number of jobs providing green goods and services.
JOBS, ECONOMY & EDUCATION
EXISTING GOALS & TARGETS

EDUCATION (FROM EQUITY)

EQUITY GOAL 1: Ensure that all school-age children in the District are educated in sustainability

EQUITY TARGET 1: Teach at least 50% of children in the District about sustainability concepts.

EQUITY GOAL 2: Ensure transparency in the District’s sustainability agenda including future plans and past progress

EQUITY TARGET 2: Expose 100% of District residents to Sustainable DC.
Job growth needs to include goals for all wards and for specific sectors

City’s unemployment rate should be based on the national average

City needs to continuously review regulations and their impact on biz

Better integrate curriculum with skills needed for green job training

Connect workforce development resources and career pathways all the way from K-12 and beyond

Include growing small businesses as well as new businesses

Address both supporting new sustainable industries as well as encouraging greener practices across all industries

Ensure that all school-age children in District are educated in sustainability
ENERGY, CLIMATE & BUILT ENVIRONMENT
EXISTING GOALS & TARGETS

ENERGY

ENERGY GOAL 1: Improve the efficiency of energy use to reduce overall consumption.

ENERGY TARGET 1: Cut citywide energy use by 50%.

ENERGY GOAL 2: Increase the proportion of energy sourced from clean and renewable supplies.

ENERGY TARGET 2: Increase the use of renewable energy to make up 50% of the District’s energy supply.

ENERGY GOAL 3: Modernize energy infrastructure for improved efficiency and reliability.

ENERGY TARGET 3: Reduce annual power outages to between 0 and 2 events of less than 100 minutes per year.
CLIMATE

CLIMATE GOAL 1: Minimize the generation of greenhouse gas emissions from all sources.

CLIMATE TARGET 1: Reduce greenhouse gas emissions by 50%.

CLIMATE GOAL 2: Advance physical adaptation and human preparedness to increase the District’s resilience to future climate change.

CLIMATE TARGET 2: Require all new building and major infrastructure projects to undergo climate change impact analysis as part of the regulatory planning process.
BUILT ENVIRONMENT

BUILT ENVIRO GOAL 1: Increase urban density to accommodate future population growth within the District’s existing urban area.

BUILT ENVIRO TARGET 1: Increase the District population by a net of 250,000 residents

BUILT ENVIRO GOAL 2: Develop active and vibrant neighborhoods to create new economic opportunity and support a high quality of life.

BUILT ENVIRO TARGET 2: Provide a variety of amenities and services within a 20-minute walk of all residents.

BUILT ENVIRO GOAL 3: Improve the sustainability performance of existing buildings.

BUILT ENVIRO TARGET 3: Retrofit 100% of existing commercial and multi-family buildings to achieve net-zero energy standards.

BUILT ENVIRO GOAL 4: Ensure the highest standards of green building design for new construction.

BUILT ENVIRO GOAL 4: Meet net-zero energy use standards with all new construction projects.
ENERGY, CLIMATE & BUILT ENVIRONMENT

THEMES

Climate
- Incorporate climate justice and equity into the goals
- Clarify what sources of pollution included in the greenhouse gas goal and targets.
- Address both human as well as physical adaptation
- Integrate climate resilience into other sectors (not just energy)
- Enable DC to meet Mayor Bowser new commitment to make DC carbon neutral and climate resilient by 2050

Energy
- Align goals to cut energy use & increase renewable energy with Clean Energy DC plan
- Cutting energy use by 50% (while DC population grows) might not be feasible
- Explore increasing the renewable energy target (100%?) and potentially differentiate between electricity and other types of energy
- Energy resilience needs to incorporate distributed generation technologies, not just reducing blackouts
Built Environment

- Separate, clear, and measurable goals for urban development and residential density
- Housing should be measured in terms of accessibility
- Amenities and resources are important parts of urban development and increased density
- All resources should be encouraged, but also need a goal to make core resources available to all residents
- Define “sustainability performance” and “green building” to include resilience, health & wellness, waste, water, and equity in addition to energy.
- Focus on ongoing performance outcomes for sustainable buildings, not only renovation and new construction
- Define how building performance will be monitored and verified
HEALTH

HEALTH GOAL 1: Inspire healthy, active lifestyles for all residents, regardless of income, ability or employment.

HEALTH TARGET 1: Cut the citywide obesity rate by 50%.

HEALTH GOAL 2: Create safe environments that are conducive to healthy living.

HEALTH TARGET 2: Require all new housing projects in the District to meet "Healthy by Design" standards.
HEALTH & FOOD
EXISTING GOALS & TARGETS

FOOD

FOOD GOAL 1: Increase agricultural land uses within the District.

- FOOD TARGET 1: Put 20 additional acres of land under cultivation for growing food.

FOOD GOAL 2: Ensure universal access to secure, nutritious, and affordable food supplies.

- FOOD TARGET 2: Ensure 75% of DC residents live within ¼ mile of a community garden, farmers’ market or healthy corner store.

FOOD GOAL 3: Develop the food industry into a strong and viable economic sector.

- FOOD TARGET 3: Produce or obtain 25% of food within a 100-mile radius.
HEALTH & FOOD

THEMES

- Implement a health equity framework - increase access to healthcare
- Focus on chronic disease prevention and management
- Focus on nutrition education and promotion
- Address the creation of safe environments in existing buildings
- Invest in remediating contaminated sites, public health studies, and safe environments
- Ensure food security and universal access to nutritious and affordable food supplies
- The food industry sector should be strong, vibrant and equitable
- Add a goal/target regarding food waste
NATURE & WATER
EXISTING GOALS & TARGETS

NATURE

NATURE GOAL 1: Protect and restore wetlands, waterways, and aquatic ecosystems.

NATURE TARGET 1: Increase the acreage of wetlands along the Anacostia and Potomac Rivers by 50%.

NATURE GOAL 2: Protect and expand tree cover and green landscapes, creating an integrated District-wide ecosystem.

NATURE TARGET 2: Cover 40% of the District with a healthy tree canopy.

NATURE GOAL 2: Enhance access to parks and open spaces for all residents.

NATURE TARGET 2: Provide parkland or natural space within a 10-minute walk of all residents.
NATURE & WATER
EXISTING GOALS & TARGETS

WATER

WATER GOAL 1: Improve the quality of waterways to standards suitable for fishing and swimming.

WATER TARGET 1: Make 100% of District waterways fishable and swimmable.

WATER GOAL 2: Relieve pressure on stormwater infrastructure and reduce long-term flood risk.

WATER TARGET 2: Use 75% of the landscape to capture rainwater for filtration or reuse.

WATER GOAL 3: Develop the food industry into a strong and viable economic sector.

WATER TARGET 3: Produce or obtain 25% of food within a 100-mile radius.
The water goals should incorporate upstream pollution and take a more regional approach.

Include language about both access and safety to potable water.

Expand nature goals beyond just trees and incorporate biodiversity.

Nature goals shouldn’t just be focused on protection and restoration, but also on expansion.

Include a new goal about the integration of nature into the built environment: bird friendly buildings, native plants, lighting, etc.

Not only is access to natural spaces important, but also the quality and size of the spaces.
TRANSPORTATION

EXISTING GOALS & TARGETS

TRANSPORTATION GOAL 1: Improve connectivity and accessibility through efficient, integrated, and affordable transit systems.

TRANSPORTATION TARGET 1: Increase use of public transit to 50% of all commuter trips.

TRANSPORTATION GOAL 2: Expand provision of safe, secure infrastructure for cyclists and pedestrians.

TRANSPORTATION TARGET 2: Increase biking and walking to 25% of all commuter trips.

TRANSPORTATION GOAL 3: Reduce traffic congestion to improve mobility.

TRANSPORTATION TARGET 3: Reduce commuter trips made by car or taxi to 25%.
TRANSPORTATION THEMES

- More segmentation by geography and demographics
- Technology is rapidly changing so we need to think about it differently
- Accessibility (for seniors, differently-abled people, wards, seniors)
- Think beyond commuters and DC residents
- Consider new goals/targets around safety and the full intermodal transportation system
WASTE

EXISTING GOALS & TARGETS

TRANSPORTATION GOAL 1: Reduce the volume of waste generated and disposed.

- TRANSPORTATION TARGET 1: Send zero solid waste to landfills per year and reduce total waste generation by 15%.

TRANSPORTATION GOAL 2: Reuse materials to capture their economic value.

- TRANSPORTATION TARGET 2: Reuse 20% of all construction and demolition waste.

TRANSPORTATION GOAL 3: Increase the citywide recycling rate.

- TRANSPORTATION TARGET 3: Achieve a total waste diversion rate (recycling, composting, and conversion) of 80%.
WASTE
THEMES

Theme 1 – Rethinking Waste
- Instead of “waste streams” think of commodities.
- Consider the social value of waste diversion and reuse.

Theme 2 – Reuse
- Establish reuse targets for other waste streams
- Establish sub-targets for construction and demolition
- Set more ambitious targets for reuse

Theme 3 - Economic Development
- Use waste to create local economic opportunity
- Support local business whose products or purposes divert waste
- Align District Gov’t suppliers purchasing policies with waste goals
- Provide repair and reuse job development goals
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THANK YOU! #SDC2