

E.D.002 Emergency Assistance for Restoration of Power for Maine Power Customers

Whereas, a thunderstorm has damaged power grid infrastructure in northern Atlantic resulting in several smaller cities and towns losing power¹

Whereas, access to electricity is a necessity in the modern economy where remote work, investment, commerce and other activities are centralized in an online, electronically powered environment

Whereas, steps must be taken to address this current issue and further issues within the state, ensuring that all Atlanticans have access to the Atlantic Grid

Therefore, I, House “Tweek” Fire , Lieutenant Governor of Atlantic, issue the following directive to the Department of Atlantic Energy Development and Management:

Section I: Plans for Future Grid Resilience

1. The Department of Atlantic Energy Development and Management is directed to develop plans with local agencies for redirecting and restoring power to cities and towns within Atlantic, with a population of 500 or greater, within seven days.
2. The Department of Atlantic Energy Development and Management is directed to develop emergency electricity routing plans for cities and towns with a population greater than 500 residents.

Section II: Emergency Funding for Power Restoration

1. The Department of Atlantic Energy Development and Management is directed to provide up to \$1,500,000 in emergency assistance to Maine Power through activation of existing energy restoration plans. Covered expenditures should include labor, transportation, lodging, food, and fuel expenses of employees from agencies participating in the existing energy restoration plans.
2. The Department of Atlantic Energy Development and Management is directed to carry out an investigation into failures of the Atlantic Grid overseen by Maine Power

Authorized by,

House T Fire

/u/_MyHouseIsOnFire_

Lieutenant Governor of the Atlantic Commonwealth



Seal of the
Atlantic Commonwealth

¹ <https://docs.google.com/document/d/1nkmeSmW8zzXBA5rOWDuBJgL8yQDd99y6XBoWi4Q24w0/edit>