



Take action to reduce global warming by helping your neighbors save energy!

*The energy we use at home accounts for about 21% of U.S. global warming pollution. That means smart choices at home can really make a difference! These climate friendly choices are **easy to do** and not only **save energy** but **save money** too!*

Volunteer with Acterra's Green@Home team!

What does a Green@Home volunteer do?

Green@Home volunteers meet with residents in their homes to install simple energy-saving devices and create home energy conservation plans.

Volunteers demonstrate environmentally friendly choices and foster a deeper awareness of the need for change.

Green@Home volunteers are trained to perform a basic home energy-saving audit with a Kill-A-Watt meter and do the following tasks:

- Adjust water heater and refrigerator temperatures
- Install flow restrictors in faucets & showerheads
- Place 3 free compact fluorescent light bulbs
- Install retractable clothesline (if desired)
- Teach residents how to measure pressure and inflate car tires

To sign up, for more information or to learn about future training dates, contact Acterra at 650.962.9876 x 353 or greenathometraining@acterra.org

How can I volunteer?

Green@Home will be holding volunteer trainings throughout the year.

Volunteer trainings consist of **two**, 4 hour classes, where participants will receive instruction and have a chance to practice their new skills.

2 Wednesdays, April 28 AND May 5, 5:30 pm - 9:45 pm

Location: Palo Alto

FREE after refund of \$30 deposit

Volunteers are also needed to help with scheduling HouseCalls, organizing tool kits, data entry, and publicity.

The Green@Home project is a **FREE** service offered by Acterra, with funding from the Bay Area Air Quality Management District, City of Cupertino, City of Menlo Park, City of Palo Alto Utilities, City of Redwood City, City of Sunnyvale, Palo Alto Community Fund, San Francisco Foundation, Santa Clara Valley Water District, Recurve (formerly Sustainable Spaces), and Palo Alto Hardware.

