

Brian Schultz

From: Brian Schultz on behalf of Records Clerk
Sent: Monday, June 28, 2021 8:22 AM
To: 'Mary Velkoff'
Cc: Consumer Contact
Subject: RE: Stop Rubber Stamping FPL Requests!

Good Morning,

We will be placing your comments below in consumer correspondence in Docket No. 20210015-EI and forwarding your comments to the Office of Consumer Assistance and Outreach.

Sincerely,

Brian Schultz

Commission Deputy Clerk II
Florida Public Service Commission
2540 Shumard Oak Boulevard
Tallahassee, Florida 32399
850.413.6770

PLEASE NOTE: Florida has a very broad public records law. Most written communications to or from state officials regarding state business are considered to be public records and will be made available to the public and the media upon request. Therefore, your e-mail message may be subject to public disclosure.

From: mhvflafun=aol.com@mg.gospringboard.io <mhvflafun=aol.com@mg.gospringboard.io> **On Behalf Of** Mary Velkoff
Sent: Saturday, June 26, 2021 10:26 AM
To: Records Clerk <CLERK@PSC.STATE.FL.US>
Subject: Stop Rubber Stamping FPL Requests!

Dear Commissioner

I don't want to have any MORE price increases!!! Enough is enough. Florida Power & Light is asking for the largest single rate hike in Florida history at a time when we consumers are facing an increased cost of goods and services as we recover from the economic downturn caused by COVID-19. Increasing the cost of electricity is something you, the Public Service Commission, can control. Please do not allow an increase higher than our Social Security Cost of Living increase! If there is one!

It is unconscionable to think that we should have to pay more for our electric service at a time like this. Rubber stamping an all-time high return on equity of 11.5 percent goes against helping struggling Floridians. Putting people over profits should come first.

Now is not the time to give FPL what it wants; let's keep the public in Public Service Commission!

Thank you,

Mary Velkoff
440 GREEN TURTLE CV
SATELLITE BEACH FL, 32937-3713