

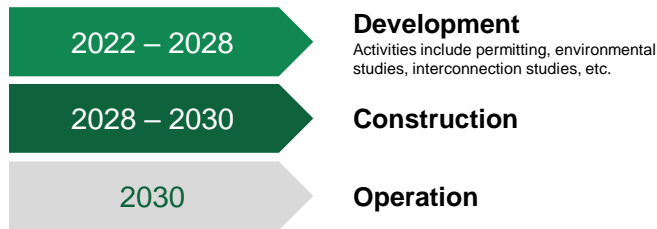
# Spinneret Wind Energy Center

The Spinneret Wind Energy Center is a proposed 3,500-megawatt (MW) wind power generation facility in Union County, New Mexico, targeted to begin operating in 2030. Wind energy is clean, renewable power from one of the oldest known energy sources, and today is one of the most affordable ways to modernize America's energy grid.

## Invested in Your Community

Clean energy projects live at the intersection of community interest, environmental stewardship, and innovative business practices. Invenergy designs projects that provide direct benefits to their host communities through new economic growth opportunities and additional funding to local organizations and nonprofits that are vital to the community's health and safety.

## Project Timeline



## Project Highlights



More than **\$2.6 billion** invested in local tax revenue, land costs and lease payments, and wages and benefits over the life of the project



**3,500 MW** is enough electricity to power more than **1 million American homes**



Up to **6,500 jobs** supported during construction



Up to **200 full-time** operations and maintenance staff



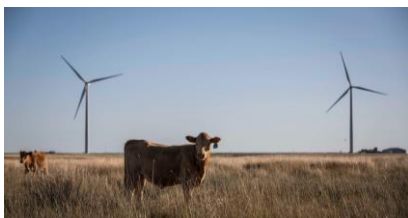
Emissions reductions equivalent to **55 million trees planted**



Supports local education, emergency & veteran services and environmental stewardship



Commits to developing projects while minimizing impacts to sensitive ecological resources and ensuring responsible land use



Invenergy's Miami Wind Energy Center, located in Gray, Hemphill, and Roberts Counties, Texas.

## A Proven Track Record in Sustainable Energy Development

Invenergy is a leading, privately-held developer and operator of sustainable energy solutions.

A U.S.-based company, Invenergy invests \$400 million annually in the home communities where its projects are located.

Invenergy has successfully developed more than 200 projects, including wind, solar, transmission infrastructure, green hydrogen, natural gas power generation and advanced energy storage projects.