



## A Lawsuit to Protect Our Coast

To Protect Our Coast, the Samuel Lawrence Foundation is taking the California Coastal Commission to court. The powerful state agency should not have approved Southern California Edison's application to deconstruct the San Onofre Nuclear Generating Station. We are asking the court to overturn that approval. A trial is expected in June.

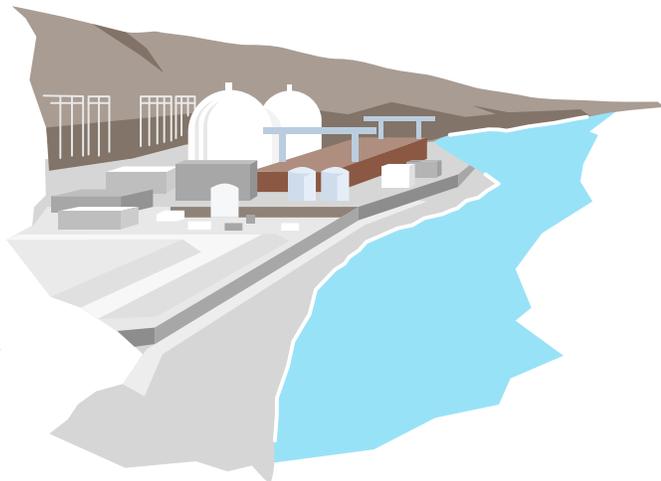
### Why Are We Suing?

We need facilities at San Onofre to handle the 3.6 million pounds of deadly radioactive waste that will remain on site for decades after the plant is razed. Today, the spent nuclear fuel is stored in steel canisters 100 feet from the ocean. Edison's decommissioning program provides no plan for repairing or replacing a damaged canister. Coastal commissioners should have required one.

Too much is at stake — our precious coastline, our economy, and the health of 8.4 million people living within 50 miles of the plant.

### How You Can Help

- Stay up to speed. Subscribe to our newsletter and follow us on social media. Share our posts to #protectourcoast
- Contact members of the California Coastal Commission. Use our click-to-send email to tell them why the issues in our lawsuit are important to you. ([Click to take action](#))
- Sign up to speak during the public comment portion of monthly California Coastal Commission meetings. Need some coaching? Contact us and we will get you primed. ([Sign up for a speakers slot](#))
- Lawsuits are expensive. We greatly appreciate any gift of any size to our legal fund. Together, we can Protect Our Coast and hold regulators and a profit-driven utility accountable. ([Donate here](#))



### What a Win Would Mean

A legal victory would set a precedent for all U.S. nuclear plants in decommissioning. The Coastal Commission would be forced to withdraw the Coastal Development Permit that allows Edison to destroy the spent fuel pools, which for now are the only working facility to handle the waste stranded at San Onofre. Edison would be required to reapply for permits.