



CARBON POLLUTION
REDUCTION SCHEME
**Australia's
Low Pollution
Future**

White Paper
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Carbonopoly

What is an ETS? How does it work? How will it affect our organisation? Are you in the best position to take advantage of the ETS when it commences next year? If you're unsure about the answers to any of these questions then Carbonopoly is for you.

As recommended by leading economist Ross Garnaut, the Government of Australia will implement an Emissions Trading Scheme or ETS, (otherwise known as a Pollution Reduction Scheme, or a Carbon Trading Scheme) to help reduce Australia's total carbon pollution output. Put simply, an ETS, creates a carbon economy in which it becomes less economically viable to pollute. Conversely, an organisational culture of carbon reduction will bring economic benefit. The details of the scheme are still emerging, but one thing we know for sure, is that it will change the way every organisation does business.

Is your organisation ready for the ETS? You can either sit back and wait and see what happens,

or you can be on the front foot and position yourself to take advantage of the ETS. Those organisations which are prepared and proactive and see the ETS as an opportunity and not a threat, will reap the benefits of being ahead of the game. Those who understand the workings of the ETS are far more likely to reap the ecological and environmental advantages - it's an eco-eco win win! The first thing you need to know is how the ETS will work, that's where Carbonopoly comes in.

What is Carbonopoly?

Carbonopoly is fundamentally a workplace training and development exercise. Simulation



**SOSee ...
Sustainable
Opportunities & Solutions;
environmental & economic.**

Carbonopoly is an option within the SOSee; a comprehensive workplace culture and behaviour clarification training and development program, clients having included Boeing, Whitehorse City, Ford, Kingston Council, VDO, Banyule City, City of Melbourne, Yazaki APL, and many more

and “role play” are well known as a deeply effective cognitive training tools. Carbonopoly recreates the interactions and outcomes of a ‘Cap and Trade’ Emissions Trading Scheme, the scheme that will be operating in Australia next year. Carbonopoly is run as a 3- hour workshop by our highly skilled and experienced facilitators, including a brief introductory session on the bigger picture - what are carbon emissions? Why do we need to reduce them?

... a framework for groups to brainstorm and discuss ways of operating more sustainably, to make their ‘entity’ more competitive in the virtual ETS. ... an exercise and ideas which can then be extrapolated to the actual workplace ...

Carbonopoly was originally created for and in conjunction with senior executives of a leading Melbourne Water Authority. The beauty of Carbonopoly is that it not only provides a sense of how a real Cap and Trade Carbon Trading Scheme works, in a fun and competitive context, but it also provides a framework for groups to brainstorm and discuss ways of operating more sustainably, to make their ‘entity’ more competitive in the virtual ETS. These ideas can then be extrapolated to their real workplace environments, in a follow-up debriefing session.

Rules of Engagement

Carbonopoly works for groups of between 30 and 100 people, working in 5-10 teams. Each group is assigned an ‘entity’ - with a detailed company profile. Companies may be paired with a ‘competitor’ trading in a similar area, with a contrasting profile. The company profile specifies the nature of the business, and its operating policy and culture. Each company is allocated a corresponding number of tokens in 3 categories, profit, pollution and carbon credits. (The total number of available Carbon Credits is based on a set overall cap of allowable tonnes of pollution, as with the real ETS).

One of the groups is not allocated a company, but is designated as the neutral, central bank/arbitrator.

There are 4 rounds to the game. In round one the companies examine their profile and list ways in which they may be able to immediately reduce their pollution output. They present these ideas to the arbitrators who can then allocate a set number of additional carbon credits for innovative ideas. Round 2 is a trading round, where representatives from the groups, interact

with the other companies, trading money for carbon credits. The overall aim is to match pollution output with an equivalent number of carbon credits, whilst at the same time, optimising profitability. Round 3 is another, brainstorming session, a final opportunity to streamline for additional carbon credits. Round 4 is the final trading round.

... Round 2 of the game is a trading round, where representatives from the groups, interact with the other companies, trading money for carbon credits.

After the 4 trading rounds there is the results/ reporting round in which each company reports on bottom line viz profits, pollution and credits. There is then a discussion and debrief on how the groups thought the exercise played out.

Carbonopoly is simple, and low tech, but highly effective. Most importantly it encourages discussion about sustainability, in a serious but fun way. Participants consistently report that not only have they learnt about an ETS, but they’ve done so in a fun, and competitive way. They also enjoy the opportunity of discussing how what they’ve learnt might apply to their own work context.

Carbonopoly; play like you own the Planet

Who Is Vox Bandicoot?

Vox Bandicoot was incorporated in August 1988, dedicated to ecological sustainability through the judicious mix of education, arts, science and common sense. Our environmental education mission is to foster a “locally self directed” nourishment and development of culture... in workplaces, communities, schools and beyond. We, all of us, ARE the culture that has put unsustainable pressure on nature ... equally, we can instead become the culture which heals and lives in co-operation with nature. Yes we can!

SOSee clients have included



www.voxbandicoot.com.au