WASTEPOINT FRAMEWORK V0.1

WASTEPOINTS 9001

CORE PHILOSOPHY

The world is imperfect, and any solution driving a change to better world must not seek to punish what is flawed but aim for fundamental improvements.

But first a disclaimer: This framework should not be specific to any type of waste stream or region. Furthermore it should leverage and implement any pre-existing framework(s) that are deemed suitable by the governing boards e.g. COBSEA, SEA Circular etc.

WastePoints (WP) is an easy to understand **grading system** that combines **trustworthy data** sourced around **social, environmental and impact** elements together with additional incentives to directly **increase the livelihoods** of the waste pickers and make a real, **systematic change**.

The framework aims to **include any existing solutions** out there that can provide data on any of these elements, which can range from a formal certification body to a self-sovereign identity startup all the way to crowd-sourced validation. Grading is split in 3 different criteria: Social score, Environment score and Impact score. A more in-depth view on these elements can be found on the following pages.

Each of the elements also feature a governing board that who are responsible for assigning scores to the individual solutions and mapping which solutions are comparable, and which are complementary.

Another incentive is called **boosters**. These are direct investments into improving the livelihoods of the waste pickers that a buyer can do in parallel to their purchase of material. By doing this the buyer is artificially boosting the score for the element that is impacted, and this specific batch is graded "as-if" the improvement is already in place. On top of that a bonus is added so the framework positions **driving change as a priority**.

Future buyers at the same location can only benefit from the benefits once the improvement is fully implemented and part of the regular score so that they are furthermore **encouraged** to be the **first to boost**.

Thus the formula for calculating a WastePoints score is:

> **WastePoints (WP)** = **Social score** x **Environment score** x **Impact score** x **Booster**

The individual scores per element are not shared with the buyer before purchase, but they do get to see the available score boosters that are specific to the deal, as well as the maximum Boosted WastePoints rating for that specific batch of material.

By aggregating the different elements into a single rating we ensure that general excellence can be rewarded but single failures cannot be singled out.
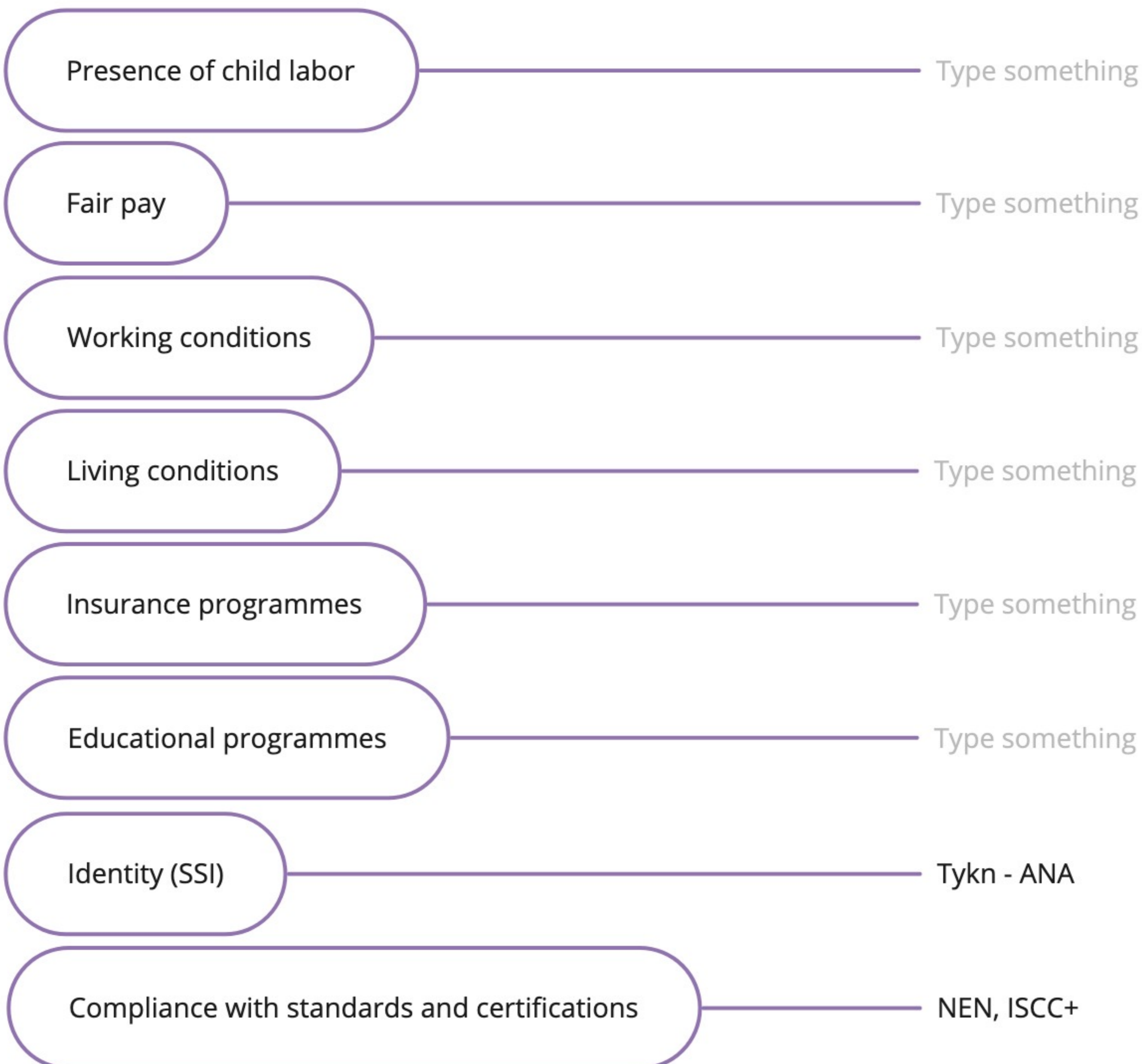
SOCIAL ELEMENTS

The **Social elements** of the scoring system focuses on the livelihoods of the waste pickers, their families and their local community.

In general, these items are also considered to be **most important to de-risk** from a buyer perspective. There is a strong relation with the SDGs that focus on livelihoods, and the items align with existing legal / CSR frameworks. **Oversight** for the individual items in this category is therefore also done by a governing board consisting of **certifying bodies and auditors** that make sure that a rating in this category is **fair** and relates to the **trustworthiness of the data-points.** It can be expected that this category will, over time, out of the three categories have the broadest range of ratings. This will also be the category where we will have numerous solutions that address similar issues, so the governing board will also include disqualification rules so that no rating can be given twice.

Example list of rating criteria and ecosystem solutions:

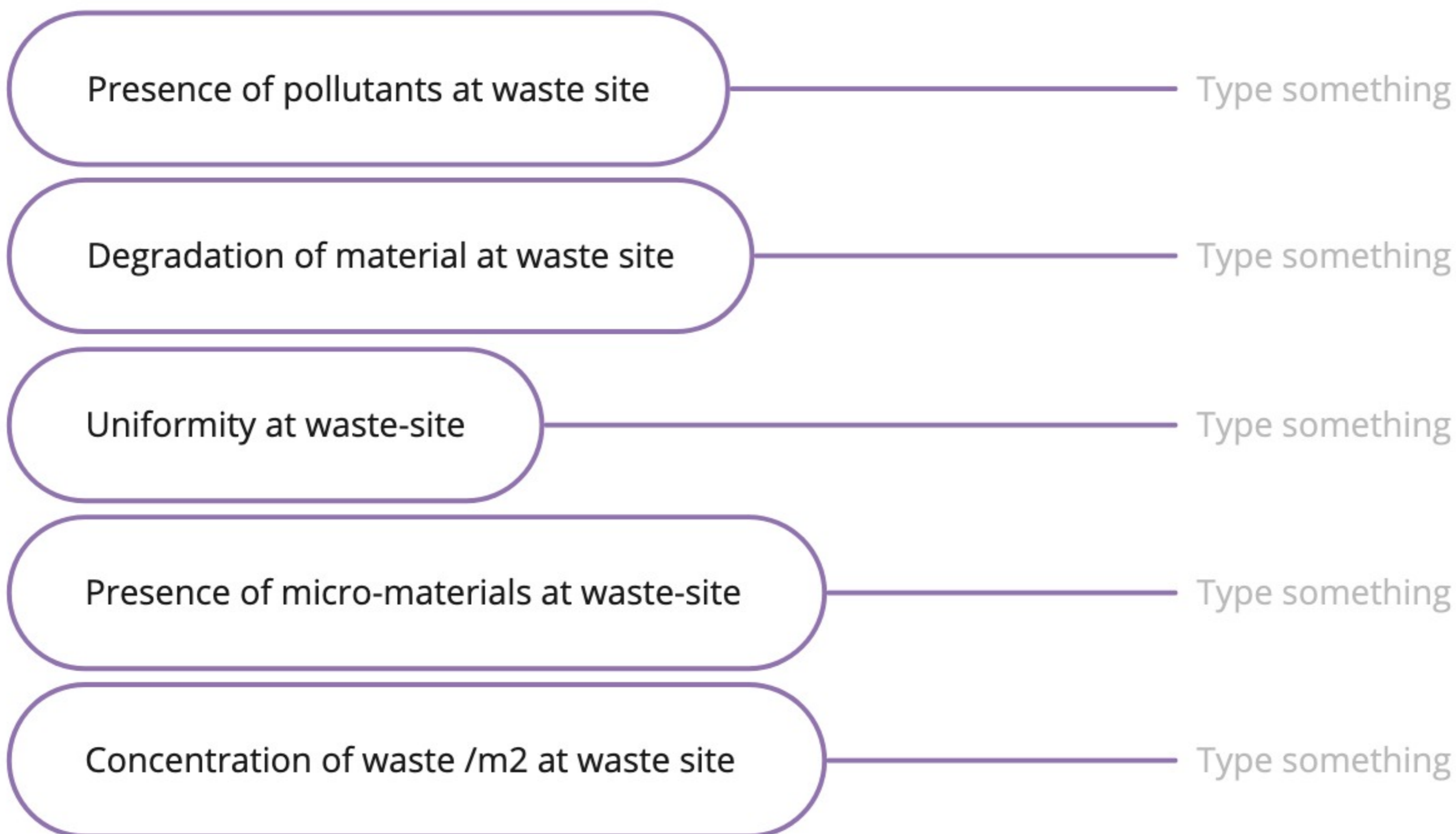|	
Presence of child labor	Type something
Fair pay	Type something
Working conditions	Type something
Living conditions	Type something
Insurance programmes	Type something
Educational programmes	Type something
Identity (SSI)	Tykn - ANA
Compliance with standards and certifications	NEN, ISCC+

ENVIRONMENTAL ELEMENTS

The **environmental elements** of the scoring system highlight the environmental aspects that have affected the waste site. It specifically disregards the material as an item itself, as this is already a part of a normal transaction and calculated in the commodity price.

Instead it gives an insight into the **environment around the waste site**. This also means that this score cannot be influenced directly by the waste pickers, but it should improve over time if positive **systemic change** is achieved. The **governing board** for these elements will consist of **local** governments, NGO's and other stakeholders, with the same responsibilities as described previously

Example list of rating criteria and ecosystem solutions:

Presence of pollutants at waste site — Type something

Degradation of material at waste site — Type something

Uniformity at waste-site — Type something

Presence of micro-materials at waste-site — Type something

Concentration of waste /m2 at waste site — Type something

IMPACT ELEMENTS

The **impact elements** serve as an indication of the broader impact that taking action can have. Items can revolve around waste prevention, fixing a sudden environmental crisis, or improving larger communities. This also implies that one can score lower in e.g. environmental impacts but score higher here if the action of the waste picker is **addressing a larger issue**.

Oversight and **Governance** is handled by the **big NGO's** e.g. the Alliance to End Plastic Waste and **big governing bodies** e.g. the European Commission. Items are rated high enough that it can serve to compensate less perfect scores on the other elements, but that it does not paint a distorted picture.

Example list of rating criteria and ecosystem solutions:

Hotspot / reacting to trends ——————————— Type something

Leakage prevention ——————————— Type something

Fixing the worst waste sites ——————————— Type something

Prevention of micro-materials ——————————— Type something

Automated collection and/or sorting ——————————— Project .BB

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