

SUSTAINABILITY LOBBY

INFLUENCE

You have five Influence tokens. *You cannot vote* – you can only give away your Influence to the Legislators or the Media. You may pass Influence to Legislators or Media at any time. You cannot have any Influence left at the end of the final round.

ROUNDS

Each round is four minutes, during which each group may talk to any other group it is allowed to. You can talk to Media, Legislators and (if you want to) the Growth Lobby. You cannot talk directly to the Citizens – you must make your case to the Media to pass along

NEWSCAST

At the end of four minutes, the Media group presents a newscast and passes any Influence given to them by Lobbyists along to the Citizens, *without indicating its source*. They have one minute.

VOTING

Finally, Citizens vote, *secretly* putting one or more Influence into the Growth, Sustainability, or Governance containers. Legislators then vote in *public*.

WINNING

You win if Sustainability has the most Influence after five rounds. In the event of a tie, *low score wins*.

DON'T FORGET YOUR TALKING POINTS

TALKING POINTS

COST OF INACTION

Delay will lead to debt and misery for our children. The truth is that if we delay action on global warming, we risk burdening our children with a massive debt. If current trends continue, the total cost of global warming in the United States will be as high as 3.6 percent of gross domestic product. The cost of inaction is far too great.

INCENTIVES FOR INNOVATION

Incentivizing cleaner technologies has worked in the past and can work now. Cap-and-trade programs provide an incentive for firms to invest in cleaner technologies by raising the cost of pollution-intensive production practices. These incentive-based programs were effective at phasing out both leaded gasoline and the production of ozone-destroying chlorofluorocarbons, and it can be shown that they will be effective at reducing greenhouse emissions.

JOB CREATION

Clean energy investments create both good jobs and a more secure future. Recent research from the Political Economy Research Institute indicates that investments in clean energy technologies could create nearly 61,000 new jobs in one state alone. Dollar for dollar, investments in clean energy will continue to create more jobs and a more secure energy future than investments in traditional energy like coal, oil, and gas.

COST SAVINGS

Experience indicates costs will be lower than anticipated. The successful acid-rain program shows the potential to reduce costs, William Chameides, dean of the Nicholas School of Earth and Ocean Sciences at Duke University says. “Virtually every air pollution regulation we have put into place has turned out to be much less expensive than original estimates. As long as we put in appropriate goals, there is a good possibility that innovation will reach it without costing as much.”

MARKET MECHANISM

The market will effectively regulate costs and ensure efficiency. A market can be a brilliant means for distributing goods at the lowest price, and cap-and-trade will seek the cheapest reductions in CO₂ emissions. An electric generator that switches to geothermal could sell permits to another generator that remains reliant on coal, providing a market-based subsidy for the low-carbon source while penalizing the high-carbon source. If it proves more expensive to reduce carbon, the permit price rises, and likewise the subsidy for no-carbon electricity.

SOURCES

http://whyfiles.org/292carbon_tax/index.php?g=3.txt

<http://blogpublic.lib.msu.edu/index.php/2009/03/16/pro-and-con-on-cap-and-trade?blog=5>

GROWTH LOBBY

INFLUENCE

You have five Influence tokens. *You cannot vote* – you can only give away your Influence to the Legislators or the Media. You may pass Influence to Legislators or Media at any time. You cannot have any Influence left at the end of the final round.

ROUNDS

Each round is four minutes, during which each group may talk to any other group it is allowed to. You can talk to Media, Legislators and (if you want to) the Sustainability Lobby. You cannot talk directly to the Citizens – you must make your case to the Media to pass along

NEWSCAST

At the end of four minutes, the Media group presents a newscast and passes any Influence given to them by Lobbyists along to the Citizens, *without indicating its source*. They have one minute.

VOTING

Finally, Citizens vote, *secretly* putting one or more Influence into the Growth, Sustainability, or Governance containers. Legislators then vote in *public*.

WINNING

You win if Sustainability has the most Influence after five rounds. In the event of a tie, *low score wins*.

DON'T FORGET YOUR TALKING POINTS

TALKING POINTS

ECONOMIC DAMAGE

Our already fragile economy can't weather huge additional burdens. The proposed tax would take effect in 2012 and has the very real potential to throw the nation back into recession, if indeed the expected recovery has arrived by then. It's impossible to raise costs for such basics as manufacturing and energy production by more than half a trillion dollars over a decade and not have the effects felt across the economy.

PRECEDENT FOR FAILURE

Europe's attempts at a similar program are floundering. A similar program in Europe hasn't worked. European automakers complained about carbon dioxide limits the European Union proposed in 2007 as damaging to the economy.

GOVERNMENT CONTROL

Putting more of the economy under centralized control is a recipe for disaster. The Obama cap-and-trade program will place even more of the economy under the control of the federal government. The only upside is that the negative impact it will have on economic growth and job creation will take care of the carbon emissions problem, for sure.

VERIFICATION

Ensuring accuracy will require a monstrous bureaucracy and invites fraud and corruption. If I operate a supposedly low-carbon generating station, who will check that I am truthful about emissions, and not skimping on my permit purchase? "Because permits meant to be tradable, redeemable, and backed by the U.S. government, they will have to police the system," says James Barrett of Redefining Progress, a Washington non-profit concerned with environment, social justice and the economy. "Cap-and-trade can get unbelievably complicated because basically you have printed a new form of currency, and you must create an entity to defend it."

MARKET MANIPULATION

Trusting industry to do the right thing has never worked in the past. The very market that is supposed to bring benefits under cap-and-trade raises further caution flags, says Barrett. "One reason that California environmentalists opposed cap-and-trade comes from the whole Enron disaster and deregulation. We found that energy traders are technically and morally capable of doing terrible things." Even William Chameides, dean of the Nicholas School of Earth and Ocean Sciences at Duke University, concedes cap-and-trade could turn sour: "You have to be really careful that cap-and-trade is set up to avoid speculation. We don't want to end up having this be a place to make money by saving 'paper carbon.'"

SOURCES

http://whyfiles.org/292carbon_tax/index.php?g=3.txt

<http://blogpublic.lib.msu.edu/index.php/2009/03/16/pro-and-con-on-cap-and-trade?blog=5>

NEWS MEDIA

INFLUENCE

You have no Influence tokens. *You cannot vote* – you can only give away Influence given to you by Lobbyists to the Citizens. You cannot have any Influence left at the end of any round - give it to the Citizens!

ROUNDS

Each round is four minutes, during which each group may talk to any other group it is allowed to. You can talk to anyone! Take notes for your newscast, especially Lobbyist talking points. Feel free to shape your newscast as you see fit.

NEWSCAST

At the end of four minutes, you will present a newscast and pass any Influence given to you by Lobbyists along to the Citizens, *without indicating its source*. You have one minute, so keep it snappy.

VOTING

Finally, Citizens vote, *secretly* putting one or more Influence into the Growth, Sustainability, or Governance containers. Legislators then vote in *public*.

WINNING

Sustainability, Growth, or Governance will win, and your job is to sway public opinion in the direction you feel is best. Or to, you know, be objective. Or whatever.

PUT ON A
GOOD SHOW

CITIZENS

INFLUENCE

You have five Influence tokens. You will vote at the end of each round, using your Influence. You cannot have any Influence left at the end of the final round, so use it up!

ROUNDS

Each round is four minutes, during which each group may talk to any other group it is allowed to. You can talk to Media and Legislators *but not to Lobbyists!*

NEWSCAST

At the end of four minutes, the Media group presents a newscast and passes any Influence given to them by Lobbyists along to you Citizens, *without indicating its source*. They have one minute.

VOTING

Finally, you vote, *secretly* putting one or more Influence into the Growth, Sustainability, or Governance containers. Legislators then vote in *public*.

WINNING

You citizens win if you get the outcome you want - stronger Growth, improved Sustainability, or better Governance.

DEMOCRACY IS IN
YOUR HANDS

LEGISLATURE

INFLUENCE

You have five Influence tokens. You will vote at the end of each round, using your Influence. You can vote for Governance - voting for yourself. You cannot have any Influence left at the end of the final round, so use it up!

ROUNDS

Each round is four minutes, during which you may talk to anybody you like.

NEWSCAST

At the end of four minutes, the Media group presents a newscast and passes any Influence given to them by Lobbyists along to the Citizens, *without indicating its source*. They have one minute.

VOTING

Finally, Citizens vote, *secretly* putting one or more Influence into the Growth, Sustainability, or Governance containers. Then you Legislators vote in *public*.

WINNING

You win if Governance has the most Influence after five rounds. Butter up the Citizens and shmooze the Lobbyists! Vote for yourselves - but beware public opinion and the media! If you lose, you will be booted out of office. In the event of a tie, *low score wins*.

BEING A SENATOR IS
VERY NICE