OD Project Part A	יעו, #טָט ווייד		
<sup>⊃</sup> art Δ			
	GOOD Scorecard		
#	Ouestions	Points	Rationale
n	<b>Vucationa</b>	1 onto	
1	<b>PEOPLE</b> Does the proejct solve pressing societal challenges?	Score	
1-1	Improving Livelihoods Does the project improve people's well-being, health or living conditions? Does it improve access to basic goods and services?	9,0	The revitalization of rivers and lakes is vital for many people g. for local fishing. At the same time, agricultural yields are increased (soil conditioner).
1-2	<b>Reaching those in need</b> Does the project address people at risk, i.e. vulnerable or marginalized groups or people who live in precarious circumstances or in extreme poverty?	8,0	Char2Cool reaches people at the bottom of the income pyramid.
1-3	<b>Social cohesion and prosperity</b> Does the project promote tolerance, inclusion, social participation, gender equality or peaceful coexistence? Does it significantly generate new, fairly paid jobs and thus contribute to prosperity?	8,0	Char2Cool creates new jobs and shows how the village community can help itself, since one alone cannot harvest t water hyacinths.
		8,3	
2	PLANET	Score	
	Does the project protect our environment and conserve natural resources?		
2-1	Saving our planet Does the project help to conserve or to restore terrestrial or marine ecosystems? Does it protect biodiversity? Does it help to counteract climate change?	9,0	Char2Cool renaturalizes water bodies by ridding them of invasive water hyacinths. At the same time, CO2 is permanently stored in the form of biochar.
2-2	Sustainable use of natural resources Does the project boost a mindful use of scarce natural resources? Does it contribute to a circular economy? Does it bring about behavioural change or a change of mind-set to engage for the environment or animal welfare?	9,0	Char2Cool contributes to regenerative agriculture and redu the use of imported fertilizers.
2-3	Leading by example Does the implementing organisation keep its own ecological footprint low? Are there self-commitments or certifications for environmental protection or climate neutrality in place?	9,0	The association shares its knowledge and supports local partners, thus working in a highly decentralized manner.
		9,0	
3	<b>GAMECHANGER</b> Is the solution innovative, inspiring and has the power to drive real change?	Score	
3-1	Social Innovation Is it a new, inspiring concept, which tackles a social or environmental challenge in a different, possibly disruptive manner? Is the solution convincing and can inspire people in different places?	8,0	The production of biochar is not new, but has never been do with water hyacinth.
3-2	Entrepreneurial Spirit Does the team demonstrate initiative, agility and entrepreneurial spirit? Does it have the ambition to unleash the full potential of the idea? Does the team count on cooperation and knowledge sharing to scale its positive impact? Is the underlying business model convincing?	10,0	Char2Cool is a non-profit that helps its partners build a self sustaining business model.
3-3	Implementing power Does the team have the necessary resources or growth strategy to move forward? Does the project have a governance structure that balances purpose and profit?	9,0	Char2Cool is an experienced partner that shares its knowle in different countries.

4	WIN-WIN	Score	
4-1	Can we support the project effectively with our means? Leverage Can we make a difference with our financial support, media work or	9,0	Char2Cool is still a small association that benefits from a growing network and visibility.
	mentoring? Is the project still young or is it at a critical stage of development? Does the project benefit from the additional visibility?		
4-2	<b>Good Timing</b> Is there a specific occasion, such as an ongoing crowdfunding or media campaign, that we can support? Is the subject particularly topical? Is the type of solution a gap in our portfolio?	8,0	The issue of water hyacinth has intensified in many places in recent years. At the same time, Char2Cool is currently launching various pilot projects.
4-3	<b>Community Engagement</b> Is the project connected to a region where the GOOD community is strongly represented? Was it recommended or honoured by the impact community? Was it selected through a community vote?	8,0	The project was recommended from within the GOOD community.
	Score	8,3	
Part B	Contribution to the 17 Global Goals		SDG #15 - Life on Land Fighting invasive species which harm natural ecosystems
Severity	Reason		
**	<b>SDG #15 - Life on Land</b> Fighting invasive species which harm natural ecosystems	15 ortuo	
**	<b>SDG #14 – Life below Water</b> Revitalisation of water bodies which degraded through the water hyacinth	14 LIFE BELOW WATER	
**	SDG #13 - Climate Action Permanent storage of the carbon captured by the water hyacinth	13 cuto:	
*	<b>SDG #12 - Responsible Consumption and Production</b> Substitution of imported chemical fertilizer by locally produced soil enhancer	12 RESPONSIBLE CONSUMPTION AND PRODUCTION	
*	<b>SDG #1 - No Poverty</b> Fighting poverty and strengthening rural communities through new	1 <sup>NO</sup> RNERTY <b>M:*##:</b> #	
	sources of income and improved living conditions		
	sources of income and improved living conditions		
	sources of income and improved living conditions		

Part C	Explanation	
	Scorecard	17 Goals
Method	The scorecard consists of 4 sections of three questions each, all equally weighted. It reflects the aspects which we consider to be most important. The choice of criteria is explicitly intended to encourage reflection. For example, a project is not necessarily less valuable if it scores lower in the "Planet" category, as not every project aims to protect our planet. Nevertheless, the distinction between People and Planet helps to better understand the core objectives of a project, which cannot be described by the SDGsa lone. In the context of sustainability, it is often referred to people, planet and profit, or progress, or prosperity. For us, the third "P" clearly is integral part of the People dimension and if furthermore reflected in the section "Gamechanger" where we analyze the power of a project to drive social change.	We link all the projects we support to the 17 SDGs. The scorecard is designed in such a way that solutions that contribute to a large number of SDGs tend to score significantly higher than those narrowly focused on only one or very few SDGs (like e.g. a wind park in the Western hemisphere). We weight the SDGs by awarding 1 to 3 stars for each of the SDGs to which the project makes the most relevant contribution, for a maximum total of 10.
Legend	The evaluation takes place on a scale of 0 to 10 points and is converted into percentages in the chart on the GOOD website. To what extent does the respective scorecard question apply:	
	0 not at all ("Kick-out criteria")	
	1 almost not (10%)	
	2 not really (20%)	
	3 only to a very limited extent (30%)	
	4 to a certain extent (40%)	
	5 to a good extent (50%)	
	6 to the majority (60%)	
	7 to the great majority (70%)	
	8 almost entirely (80%)	
	9 entirely (90%)	
	10 exceptionally (gamechanger) (100%)	
Current eval	luation	
Date	30 June 2023	
Experts	Andrea Rebensburg, Andreas Renner	
Contact	andreas@good-search.org	