DD Project	t ID: #56		
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Part A	GOOD Scorecard		
#	Questions	Points	Rationale
1	PEOPLE 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?	8,0	Immediate improvement in the living situation of homeless people
1-2	Reaching those in need Does the project address people at risk, i.e. vulnerable or marginalized groups or people who live in precarious circumstances or in extreme poverty?	9,0	Reaching out to people at risk who live in precarious conditions
1-3	Social cohesion and prosperity 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?	8,5	Strengthening tolerance and social cohesion by engaging businesses, festival operators and citizens alike for a joint cause. In addition, jobs are created for marginalized groups
		8,5	
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?	2,5	Nature conservation is not the organization's mission, but there is a small contribution to environmental and climate protection through innovative textile recycling
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?	7,0	Recycling of high-quality materials, most of which would habeen disposed of.
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?	5,5	The organization has a lean structure and works mainly on a decentralized basis
		5,0	
3	GAMECHANGER 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?	7,5	The innovative design, the innovative upcycling model and t involvement of various partners is innovative and inspiring
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?	8,0	Bas Timmer founded Sheltersuit when he was 24 years old. The organization's team is agile and shows a lot of entrepreneurial spirit, for eample to develop corporate partnerships.
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?	8,0	The organization has a non-profit structure and acts very profesionally, except for a certain level of transparendy with regard to the publicly accessaible documentation.

4	WIN-WIN	Score	
	Can we support the project effectively with our means?		
4-1	Leverage Can we make a difference with our financial support, media work or mentoring? Is the project still young or is it at a critical stage of development? Does the project benefit from the additional visibility?	8,0	The organization benefits in particular from the storytelling and the resulting increased visibility
4-2	Good Timing 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 organization has been able to greatly increase its impact in the last 3 years and it is important to consolidate this course. The timing in winter is particularly favorable.
4-3	Community Engagement 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 taken up following a tip from the GOOD community.
	Score	8,0	
Part B	Contribution to the 17 Global Goals		
Severity	Reason		
***	SDG #3 – Good Health and Well-Being	3 GOOD HEALTH AND WELL-BEING	
	Sheltersuit protects homeless people from the cold and adverse weather	<i>-</i> ₩•	
**	SDG #12 – Responsible Consumption and Production	12 RESPONSIBLE CONSUMPTION AND PRODUCTION	
	Innovative recycling scheme which includes high-tech fabrics such as goretex	CO	
**	SDG #8 - Decent Work and Economic Growth	8 DECENT WORK AND ECONOMIC GROWTH	
	Employment of refugees with limited language skills to manufacture the sheltersuits	M	
**	SDG #17 – Partnerships for the Global Goals	17 PARTNERSHIPS FOR THE GOALS	
	Active engagement of outdoor companies and festival organizers for the in-kind donations	%	
*	SDG #1 - No Poverty	1 NO POVERTY	
	Strong media work that draws attention to the issue of homelessness	<u>ĎŧŤŧĎ</u>	

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%)	
1	0 exceptionally (gamechanger) (100%)	
Current eval	uation	
Date	29 January 2024	
Experts	Andreas Renner and Andrea Rebensburg	
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