Best Coast Belize Moderator Script
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MODERATOR: Thank you again for joining us. I hope everyone is looking forward to using what we've just learned about nature's value as part of our new game called Best Coast Belize.

In this exercise, our team is competing against the four other teams to see who can earn the most points as we develop and protect the coast of Belize.

We will play the game in two rounds and I'll be here throughout to walk you through it and answer any questions that come up. We have only 30 minutes to play, so I'll also be keeping an eye on my timer to make sure we are on track. Once we are finished, I'll tally the scores for our team and then we'll regroup with the others to find out who won some prizes.

Round One (5 minutes. Hard stop after 10 minutes.)

On the wall, we have two maps of Belize's coast. Our job--as developers--is to build three hotels and five fishing camps by strategically placing them on the map. The map on the left shows the potential recreation and tourism value, while the map on the right shows the potential value of coastal fisheries. Darker colors are worth more points.

On this card *[pass card to group member]* are your hotels and fish camps. They stick right to the board, so once you decide where each one should go, just push them in place. You earn points by adding the values of the squares adjacent to your property. To help figure out which ones count, use this red locator square to see which areas will count toward your total *[demonstrate on board and then pass red square to group]*.

Once you have "developed' each one, I will tally scores for this round.

Go ahead and play away!

Round One Facilitator's Notes:

1. Answer questions as they arise and help steer group members when needed.
2. As group begins to complete round, begin entering coordinates into the calculator (to minimize lag time).
3. When you have final round one totals, use dry erase marker to write scores ONLY on lines provided.
4. Scoring calculator can be downloaded from http://cv-game.natcap-dev.googlecode.com/hg/calculator.htm

Round Two (10 minutes)

I hope everyone had a good time during round one. I've had a chance to add your scores and your earned _____ points for your hotels and _____ for your fishing camps. Nice job.

However, there's one thing that was NOT taken into account in our first round scoring - the impact those developments will have on local ecosystems. We only provided you information about how much you could earn for each development, not about how much of nature's value would be lost if you choose to build there.

And that's similar to where we are right now in the real world. Many people responsible for making huge decisions that impact nature are not considering the true value of what is being lost. That's where InVEST and the natural capital approach comes in. We are actively working to change that mentality. We want to make sure that nature's value becomes an integral part of this planning process not an afterthought. We have started putting this idea to work in many places across the world (including Belize).

So back to our game.

When I calculated your points earned in round one, I also calculated how much of nature's value was lost.

[Remove Round Two cover sheet.]

[Write scores in dry erase for loss in points from habitat loss and increase in coastal vulnerability.]

When we take into account nature's value, you lost points for your development's impact on critical habitats like corals, mangroves and sea grasses. This loss in habitat around the coast also results in point deductions for increasing coastal vulnerability. Habitats reduce wave energy and without this protective buffer, people and property are more susceptible to major storm events like hurricanes.

But don't fret. In Round two we are giving you a chance to improve that score.

In Round two, your goal is to earn the most points by practicing smart planning and accounting for nature's value. There are two ways to improve your score.

First, you can create Marine Protected Areas (MPAs) with the blue squares on the back of your card. When you place a MPA on the map and protect that one cell, you forgo the points you would have earned from your development, but you also are not penalized in that cell for impacting habitat from hotel or fishing camp development. *[Demonstrate how the MPA is placed and how the points in that cell would not be earned or lost.]* You may place up to 5 MPAs on the map.

Second, you have the option to relocate any or all of your hotels and fishing camps to new locations so as not to disturb as much habitat. However, be careful not to move these settlements too far away from high value cells. The trick is to find the right balance between maximizing your profits from development and harming the least amount of habitat.

With that in mind, talk among yourselves and begin round two. I'll be here to answer any questions you have.

[Play round two.]

Great job team. We will regroup and announce the winners.