



THIRD NATIONAL CLEAN DEVELOPMENT MECHANISM (CDM) WORKSHOP

June 25th, 2012

Best Western Belize Biltmore Plaza
Toucan Hall
Belize City

AGENDA

JUNE 25TH, 2012

HIGH LEVEL SEGMENT 8:45 AM – 12:30 PM

8:45 - 9:15 AM

1. REGISTRATION

9:15 - 9:30 AM

2. WELCOME AND OPENING OF THE WORKSHOP – ANN GORDON, MFFSD/CCCC

RECAP SESSION ON CDM ASPECTS 9:30 - 11:00 AM

9:30 – 9:50 AM

1. CURRENT CDM SITUATION AND PERSPECTIVES FOR THE SECOND COMMITMENT PERIOD OF THE KYOTO PROTOCOL- MAURICIO ZABALLA ROMERO, URC

9:50 - 10:10 AM

2. CURRENT STATUS OF THE VOLUNTARY MARKETS AND THEIR FUTURE PERSPECTIVES - MAURICIO ZABALLA ROMERO, URC

10:10– 10:30 AM

3. PERSPECTIVES ON NEW MITIGATION MECHANISMS OR INSTRUMENTS - MAURICIO ZABALLA ROMERO, URC

10:30 – 10:40 PM: 10 MINUTES FOR COFFEE

10:40 – 11:00 AM

4. CARIBBEAN EXPERIENCE WITH CDM AND LOOKING FORWARD TO NEW MITIGATION INSTRUMENTS – CARLOS FULLER, CCCCC

ROUND TABLE ABOUT CDM DEVELOPMENT IN BELIZE 11:00 AM -12:30 PM

11:00 - 11:30 AM

1. THE CDM IMPLEMENTATION IN BELIZE. A HISTORY OF THE PROCESS AND FUTURE CDM PERSPECTIVES FOR BELIZE – ANN GORDON, MFFSD/CCCC

11:30 AM - 12:00 PM

2. PIN PRESENTATIONS OF THE PINS ELABORATED IN BELIZE – PROJECT DEVELOPERS

12:00 - 12:30 PM

3. OPEN DEBATE ABOUT THE CDM AND ANOTHER MITIGATION OPTIONS FOR BELIZE – OSCAR COTO

HIGH SEGMENT SESSION ENDS

12:30 PM

LUNCH: 12:30-2:00 PM

DEVELOPERS WORKSHOP COMMENCES 2:00 – 5:00 PM

2:00 – 2:30 PM

1. ADDITIONALITY – OSCAR COTO

2:30 -3:00 PM

2. PDD PITFALLS AND ISSUES ON CDM VALIDATION PROCESS – OSCAR COTO

3:00 – 3:30 PM

3. OPEN SESSION ABOUT QUESTIONS AND DOUBTS ABOUT CDM – OSCAR COTO

3:30 – 3:45 PM: 15 MINUTES FOR COFFEE

3:45 – 4:15 PM

4. ADVISORY SESSION TO THOSE PROJECT IDEAS WHICH ARE IN THE EARLY STAGES OF DEVELOPMENT OF PIN AND WOULD BE INTERESTED TO DEVELOP A PIN FOR CDM OR FOR THE VOLUNTARY MARKETS - OSCAR COTO, MAURICIO ZABALLA AND ANN GORDON

4:15 - 5:00 PM

5. ADVISORY SESSION ON PROJECT IDEA NOTE - OSCAR COTO, MAURICIO ZABALLA, ANN GORDON AND CDM PROJECT DEVELOPER TEAM

5:00 PM End
