# EAST COAST CLIMATE CHANGE SCENARIO PLANNING

Scenario Creation Workshop June 21-23, 2022

EAST COAST CLIMATE CHANGE SCENARIO PLANNING











## Introduction



### Initiative Objectives

- Explore how East Coast fishery governance 1. and management issues will be affected by climate driven change in fisheries, particularly changing stock availability and distributions.
- Advance a set of tools and processes that 2. provide flexible and robust fishery management strategies, which continue to promote fishery conservation and resilient fishing communities, and address uncertainty in an era of climate change.



### East Coast Scenario Planning Initiative Timeline

#### Steps in this Multi-Year Initiative

#### **Orientation:**

establish draft objectives, expected outcomes and project focus

#### Scoping:

reach out to stakeholders to gather input on forces of change that could affect fisheries over the next 20 years

Summer – Fall 2021

#### **Exploration**:

analyze forces driving change in greater detail

Winter 2022

Spring -Summer 2021

#### **Creation:**

conduct workshop sessions to construct and discuss scenarios

#### **Application:**

use scenarios to identify actions and recommendations

#### Monitoring:

identify key indicators to monitor change and outline next steps

Summer 2022

#### Fall 2022-Winter 2023

## We're not good at thinking about the future



## We're not good at thinking about the future





# Result?

- We get surprised
- We cannot make sense of what's happening around us
- Our plans are limited or out of date
- We struggle to adapt to change or new realities



## hat's happening around us of date nge or new realities

## Assessing the future





What should happen?



*"Scenarios are stories about the ways that the world <u>might</u> turn out tomorrow..."* 

"Scenario planning uses provocative stories about the future to change the minds and actions of a group of people"





### An example set of scenarios



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## Multiple Scenarios. Focused Actions







## Benefits of scenarios

	Quicker reactions to a changing world
2	Early and broad risk identification
3	Innovative ideas
4	More considered decisions and flexible plans
5	Alignment towards a preferred future





Project Objective

Explore how East Coast fishery governance and management issues will be affected by climate driven change in fisheries, particularly shifting stock availability and distributions

#### Framing Question

How might climate change affect stock availability and distribution, and other aspects of East Coast marine fisheries over the next 20 years?

What does this mean for effective future governance and management across multiple jurisdictions?

To develop a small number of

divergent, plausible, challenging, relevant, memorable stories

that outline possible conditions facing East Coast fisheries in the next 20 years





## Workshop Agenda

#### Day 1 Jun 21: 9.30 – 5.30

#### Day 2 Jun 22: 8.30 – 4.30

- **1.** Overview and Introductions
- **2.** Drivers of Change & Building Blocks
- **3.** Small Group Exercises: Mini-Scenario Creation
- 4. Gallery Walk
- **5.** Report Out

6. Reflections

9. Report Out

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- 7. Scenario Framework
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### Managing Expectations

□ A scenario creation workshop is a different experience from many strategy / planning workshops □ The purpose is not to directly "solve a problem", or even generate ideas to solve a problem

- It is to think carefully about future possibilities and convey these in a creative way
- These scenarios will then be used as a platform for idea generation / solution conversations later in the year

The scenarios are not the final output of this initiative. They are a means to an end. The ultimate outcome is a set of suggestions and recommendations for how fishery governance and management should change to be successful in an era of climate change.

## Ground Rules and Expectations

## Be curious

## Be collaborative





## Be creative



#### Intro Exercise

- a different table
- What issue that concerns climate change, fisheries and the week?
- yourself
- $\square$ relation to the question above)

Step away from your table and introduce yourself to someone at

Spend 5 minutes exchanging views on the following question:

future do you want to ensure is part of the conversation this

After 5 minutes, go find another conversation partner. Introduce

Tell your new partner what your previous partner told you ( in

## Looking Out to 2042: What's happened in the last 20 years?













## Drivers of Change: Outside-In Thinking

ORGANIZATION

MARKET

CONTEXT

\* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

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- Governance structures
- Management approaches
  - Resources
  - Tools and techniques

- Stakeholders
  - Regulations
    - Funders
  - Customers
  - Partners

- Social change
- Technology advances
- Economic conditions
- Environmental change
- Political developments

## Future of East Coast Fishing: Outside-In Thinking



# Scoping Highlights (Summer-Fall 2021)

- Some insights:
  - High level of interest in 0 these issues
  - Stakeholders already seeing effects of climate change
  - Identified range of 0 oceanographic, biological, social & economic drivers of change over next 20 years



Florida species shifting north



Estuarine habitat loss

Some species moving

North/East



Changes in productivity and fish size



Shifts in timing or frequency of spawning



New food web dynamics



Realigning businesses to adapt to new species



Sea level rise impacting boat access





## Briefing Material: Physical Drivers of Change



#### Rapid warming across much of the East Coast



Acidification in upper ocean, but impact on shell formers more connected to water saturation



Climate change affects net primary production, varies with latitude



Warming and stratification lead to widespread oxygen declines

Slide extracts from Charlie Stock's webinar presentation



## Briefing Material: Biological Drivers of Change



CT NY

Most species have shifted their distribution, often driven by temperature. We've also seen changes in migration timing.

Warming has influenced stock productivity, with larger influences on overfished populations. More significant responses in populations with faster life histories. Negative influences of species at the southern end of their range

Many species body sizes getting smaller. Disease becoming more prevalent. Combined effects of warming, acidification and hypoxia can be synergistic.

Slide extracts from Janet Nye's webinar presentation









# Briefing Material: Biological Drivers of Change Response of organisms to climate change

#### **Direct Effects**

- Shift in spatial distribution
- Changes in vital rates (growth rates, recruitment, mortality) 

  changes in population size
- Change in the timing of important life-history events (phenology)
- Changes in community assemblages

#### Indirect Effects

- Changes in food availability
- Changes in habitat availability
- Occurrence or strength of predator-prey, competitive or mutualistic relationships
- Increase in disease incidence and susceptibility
- Changes in productivity, resilience and stability of ecosystem

Slide extracts from Janet Nye's webinar presentation



## Briefing Material: Social & Economic Drivers of Change













Demand / market conditions are shaped by: changing consumer preferences; new technologies creating alternatives to wild-caught / local seafood; international trade / supply chain issues

Fisheries might also be affected by: commercial ocean activity (e.g. offshore wind) ; population growth in coastal towns; demand for scarce waterfront space; various regulations

Fuel costs, crew wages, distances to port, availability of support services likely to affect business viability and ability to adapt to changing conditions

Slide extracts from Dug Lipton's webinar presentation



Have we captured the most important things that might shape fisheries over the next 20 years – especially those that affect species availability & distribution?

## Scenario Building Blocks

Pre-determined Elements



Factors or forces that are 'locked-in' and confidently predictable over the time horizon

Important forces that have the potential to move in alternative directions over the time horizon

#### Critical Uncertainties



Low probability events and developments that could impact the future in significant ways in the time horizon



### Predetermined Elements

- 1. Ocean temperatures continue to warm, affecting marine species biology & distribution
- 2. Regions exhibit differences in seasonal temperature changes
- 3. Primary production changes differently in different regions
- 4. Sea levels rise
- 5. Changing ocean uses create more competition for fisheries
- 6. Coastal population grows

## Wildcards

1. Changes in ocean current systems 2. Series of extreme marine heatwaves 3. Series of Harmful Algal Blooms Regime shifts caused by losses of critical food resource 4. or changes in food web dynamics 5. Extreme market disruption (e.g. trade war, more pandemics) 6. Devastating hurricane

## Critical Uncertainties

#### What might happen by 2042? Physical/Climate Uncertainties

. Rapid warming in the NW Atlantic	1. Rates of ocean warming?	AMOC swings toward a cooler state, stalling warming trend
Major effects	2. Impact of saturation of calcium carbonate on shell-formation?	Minor effects
Minor changes	3. Extent of changes in the Cold Pool?	Significant reduction in size and duration
Become stronger but less frequent	4. Storm frequency and intensity?	Become much stronger and more frequent
Impacts limited to specific locations / times & some positive effects	5. Impacts of sea level rise?	Causes significant impacts t many facilities & habitats
Low, decreasing impact	6. Pollution & nutrient run-off in estuaries?	High, increasing impact



### Critical Uncertainties

#### What might happen by 2042? Biological Uncertainties

Varies by species & region – hard to generalize and identify		7. Evidence of range expansion / contraction?	More evident, pronounced and consistent
Limited evidence of movement or unpredictable direction	•	8. Direction of species movements?	Mostly northwards / deeper waters
Limited, minor	•	9. Extent of range expansion / contraction?	Extensive, major
Low - species movement is not replaced by other emerging fisheries in the area		10. Replacement of moving species?	High - most species movement is replaced by other emerging fisheric in the area
Mostly maintained, worst effects on overfished populations	•	11. Stock production?	Declines markedly across many populations
Maintained / as now	•	12. Disease prevalence?	Much higher
Low	•	13. Extent of predation on key species?	High
Minor, occasional, generally manageable impacts	•	14. Impact of fishery interactions with protected resources or choke species?	Major, ongoing impacts



## Critical Uncertainties

#### What might happen by 2042? Social & Economic Uncertainties

Moderate tech advances, used by few		15. Development and use of technology to support fisheries?	Widely available, used extensive (e.g. gear, tracking, vessels etc.
Declining market and lower prices as market is saturated / highly competitive (e.g. aquaculture, lab-grown fish)		16. Consumer preferences for wild caught and local seafood?	Growing market and higher prices as wild caught / local becomes a premium market
Marginal or positive effects on species distributions / research efforts etc.		17. Impact of offshore wind installations?	Mostly damaging effects on species distributions / research efforts etc.
Costs are contained creating profitable opportunities for most	•	18. Fishing & related industry viability?	Costs rise more quickly than revenues for most operators
Limited coastal armoring as 'living shoreline' alternatives become popular	•	19. Extent and impact of coastal armoring?	Significant, with widespread effect on habitats
Leads to damaging competition and less prosperous fishing communities		20. Impact of alternative ocean uses, other coastal developments on fishing communities?	Leads to more prosperous coast and fishing communities



## Small Group Discussions

#### Step 1: REVIEW and CLARIFY the Drivers of Change

within your group

#### Step 2: EDIT and/or CREATE

- wildcard is missing, CREATE <u>up to three new cards</u>.

#### • Review the list of building blocks and discuss any points of clarification

#### • If necessary, change the wording of <u>no more than three</u> of the cards.

If you think an important pre-determined element / critical uncertainty /

## Create scenarios by combining building blocks

- Each scenario combination consists of (up to) 5 cards. • The interactions between these uncertainties should be
- interesting...even provocative.
- Each scenario combination should create a potential future that is plausible, relevant, challenging, memorable and different from other futures already considered.
- There are no "right" answers or "perfect" scenarios. The cards are just prompts for you to tell stories around.
- Try juxtaposing interesting combinations to get started. Play with the possibilities.
- You'll know a good scenario combination when you see it...

## Mini-Scenario Creation: An Example



#### HARDER TO REACH

Fish are still out there. They are just harder to reach. Fishing operators are forced to travel longer distances to access their catch. With stronger and more frequent storms, this is not only more expensive, but more dangerous. All forms of business costs are on the rise: insurance, fuel, new gear, labor, as more competition drives up costs in the industry. Recreational fishing is less popular (blame the storms). Those who stick with it are now catching very different stocks than 20 years ago.

1. O cean temperatures continue to warm, affecting marine species biology & distribution 2042



## Mini-Scenario Creation 1: An 'Expected Future'

Spread out your entire deck of cards

As a group, choose 5 of the cards that create an "Expected Future"—the story that most people in East Coast fishing broadly expect to happen in the next 20 years

Ensure that you use 4 CU cards and 1 PD cards

Using the 5 cards as a platform, describe your scenario in 2-3 sentences





### Criteria for Good Scenarios



# Memorable

the main concept behind each scenario story is powerful and relatively easy to communicate

# Relevant

to the project objectives and framing question outlined in the scoping phase

# **Divergent** the scenarios are clearly different from

each other, helping stretch thinking in different directions

Plausible

each scenario has the potential to occur (even if the assessed probability is low)
## Mini-Scenario Creation (1)

### **Expected future**

Choose five cards that, when combined, best describe the 'expected future' – the story that East Coast fishing generally assumes will happen given climate change between now and 2042

1. Briefly describe the future scenario that this combination of cards creates

2. What makes this scenario interesting?

3. What evidence exists today that makes this future seems plausible?

4. Give this scenario a memorable name

What is your group's "expected future"?



### Mini-Scenario Creation 2: An 'Alternative Future'

Turn over at least 2 of the CU cards from your "Expected Future" to create an "Alternative Future"

Keep the PD card.



## Mini-Scenario Creation (2)

#### **Alternative future**

Turn over at least 2 of the CU cards from your "Expected Future" to create an "Alternative Future". Keep the PD card. Use 1-2 new CU cards or a Wildcard.

1. Briefly describe the future scenario that this combination of cards creates

2. What makes this scenario interesting?

3. What evidence exists today that makes this future seems plausible?

4. Give this scenario a memorable name

### Mini-Scenario Creation 3: A 'Free Form Future'

#### What other scenario seems interesting and compelling?

Use any combination of cards, with some bias towards those that you have <u>not</u> used yet, to create another scenario that is different from the first two



## Mini-Scenario Creation (3)

### **Free-Form future**

What other scenario seems interesting and compelling? Use any combination of cards, with some bias towards those that you have <u>not</u> used yet, to create another scenario that is different from the first two

1. Briefly describe the future scenario that this combination of cards creates

2. What makes this scenario interesting?

3. What evidence exists today that makes this future seems plausible?

4. Give this scenario a memorable name

### Overnight Reflections: Day 1 Reflections & Day 2 Plans

## "A problem difficult at night is often solved in the morning once the committee of sleep has worked on it"



#### John Steinbeck



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### Managing Expectations

- / planning workshops to solve a problem
- It is to think carefully about future possibilities and convey these in a creative way
- These scenarios will then be used as a platform for ideas generation / solution conversations later in the year
- an end. The ultimate outcome is a set of suggestions and change to be successful in an era of climate change.

A scenario creation workshop is a different experience from many strategy

□ The purpose is not to directly "solve a problem", or even generate ideas

The scenarios are not the final output of this initiative. They are a means to recommendations for how fishery governance and management should

### Criteria for Good Scenarios



Memorable

the main concept behind each scenario story is powerful and relatively easy to communicate

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to the strategic challenge outlined in the scoping phase

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the scenarios are clearly different from each other, helping "stretch" thinking in different directions

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Project Objective

Explore how East Coast fishery governance and management issues will be affected by climate driven change in fisheries, particularly shifting stock availability and distributions

### Framing Question

How might climate change affect stock availability and distribution, and other aspects of East Coast marine fisheries over the next 20 years?

What does this mean for effective future governance and management across multiple jurisdictions?

- Scenarios are devices to broaden our thinking about future possibilities, so that we are not relying on a single view of the future
- Scenarios helps us make sense of a  $\bigcirc$ confusing world
- Scenarios are most useful when they  $\bigcirc$ 'travel as a set' of 3-5 stories that have a relationship to each other





## Key Uncertainties Drawn from Day 1 Mini-Scenarios



Regional

Unpredictable

Limited / unable to cope



Mostly Low



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#### Stock production/ Habitat/ Replacement species Maintained

Coast-wide

Mostly predictable

Adequate / improving



Mostly High

## Key Uncertainties from Day 1 Mini-Scenarios

Stock production Habitat **Replacement species** 

Declining

**Total Annihilation Disruption Consolidation** Gone with the Wind Sharknado **Stinky Business Pork: It's What's For Dinner** We Hope Not **Rx for Prozac** 

Levels/health of stock productivity

Stock production Habitat Replacement species

Maintained

Climate catastrophe creates growth Shellfish solution Changing oceans, local notions Fisher innovation outpaces science Manage fast / Not Half Fast Have our fish and eat it too Adapt & survive



## Key Uncertainties from Day 1 Mini-Scenarios

Unpredictable, wildcard-driven, regional (science unable to help)

Patterns of climate drivers / range expansion/ contraction

Climate catastrophe creates growth Shellfish solution Changing oceans, local notions Fisher innovation outpaces science Total Annihilation **Disruption Consolidation** Gone with the Wind Sharknado **Stinky Business** Pork: It's What's For Dinner

Predictable, extensive, mostly coast-wide (science helps)

Manage Fast / Not Half Fast Have Our Fish and Eat it Too Elon Cusk Adapt & Survive We Hope Not The Fix is the Kill **Rx for Prozac Rise to the occasion** 



## Key Uncertainties from Day 1 Mini-Scenarios

Mostly Low



Total Annihilation Disruption Consolidation Gone with the Wind Sharknado We Hope Not Fix is the Kill Industry / Player Adaptability

#### Mostly High

Climate catastrophe creates cash Changing oceans, local notions Fisher innovation outpaces science Manage Fast / Not Half Fast Have Our Fish and Eat it Too Elon Cusk Adapt & Survive Rise to the occasion

### Draft Scenario Framework v1

Stock production, Habitat Replacement species etc. Maintained

#### **New Solution Spaces**



Climate catastrophe creates growth Shellfish solution Changing oceans, local notions Fisher innovation outpaces science

Complex: unpredictable, stochastic, wildcard-driven, (science struggles to help)

#### Patterns of climate drivers, range expansions etc.

**Total Annihilation Disruption Consolidation** Gone with the Wind Sharknado Stinky Business Pork: It's What's For Dinner

#### Doomsday

Stock production, Habitat Replacement species etc.

Declining

### Adapt, Survive, **Thrive**

Manage fast / Not Half Fast Have our fish and eat it too Adapt & survive

We Hope Not The Fix is the Kill **Rx for Prozac** 

Challenging: extensive, solvable, trend-driven (science helps)

> **Predictably** Tough



### Draft Scenario Framework v1.1

Stock production, Habitat Replacement species etc. Maintained

#### **New Solution Spaces**



Doomsday

Stock production, Habitat Replacement species etc.

### Adapt, Survive, **Thrive**

High adaptability

Low adaptability

Patterns of climate drivers, range expansions etc.

Challenging: extensive, solvable, trend-driven (science helps)

High adaptability

Low adaptability

#### **Predictably** Tough

Declining



## ECSP Draft Scenario Framework

Stock production, Habitat Replacement species etc. Maintained

High adaptability

#### **MADE IN THE USA**

(localism, transparency, data rather than science, cultural shifts)

> Complex: unpredictable, stochastic, wildcard-driven, (science struggles to help)

High adaptability

Low adaptability

#### **LIFE FINDS A WAY**



(spatial conflicts, wind, aquaculture, mobile fleets, can't cope with variability)

#### Patterns of climate drivers, range expansions etc.

Low adaptability

#### MAKING LEMONADE

(hostile trade, e-vessels, localization, fed support, coastal armoring, tech helps adaptation)

#### **CATCH ME IF YOU CAN**

(chasing what's available, depleted forage base, jellyfish, generalists, vicious cycle)

High adaptability

#### **CATCH OF THE DAY**

(influx of capital, changes in catch, deliberate consolidation, industrialized)

High adaptability

Low adaptability

#### **PLENTY OF FISH** IN THE SEA...

(ecosystems thriving, carbon emissions under control, competition with protected species)

Challenging: extensive, solvable, trend-driven (science helps)

Low adaptability

#### **IF WE ARE SCREWED..**

(user group conflicts, ecosystem change on different timescales, incongruent adaptation)

Stock production, Habitat Replacement species etc. Declining

(biomass declines, industry stays profitable, high efficiency, synergy with aquaculture)

**RISING TO THE CHALLENGE** 













# How we convey information (1)

Once upon a time, there was a little girl named Goldilocks. She went for a walk in the forest. Pretty soon, she came upon a house. She knocked and, when no one answered, she walked right in. At the table in the kitchen, there were three bowls of porridge. Goldilocks was hungry. She tasted the porridge from the first bowl.

"This porridge is too hot!" she exclaimed...

Carlo Couliando O

# How we convey information (2)

Name	Species	Hair / Fur	Age	Appetite Level	Size	<section-header></section-header>	<section-header><section-header></section-header></section-header>
Goldilocks	Human	Blonde	8	Moderate	Petite	N/A	N/A
Papa	Bear	Brown	12	High	Big	Too Hot	Too Hard
Mama	Bear	Tawny	11	Moderate	Medium	Too Cold	Too Soft
Baby	Bear	Red-Bro wn	3	Low	Small	Just Right	Just Right

# **Example Devices for Storytelling**

A journalist looking back from 2040 and describing what has changed in a specific industry / issue / region

Someone retiring from a job in 2040 and reflecting on their career over the previous 20 years

2035

A scene in a bar, set in 20340, as people reflect on how much the world has changed in the past 12 years

- The story of a long-distance relationship told through emails as two professionals find their careers changing between 2018 and

# **Scenario Timeline**

## HEADLINES IN LOCK STEP



### Scenario Building

## Scenario Building (1)

1. Describe the important conditions in this scenario:

CLIMATE / OCEAN / PHYSICAL BIOLOGICAL

What events and developments have happened to create this scenario?
2022

3. Describe in detail what has happened to stock availability & distribution in this scenario



#### An opportunity to spend time thinking carefully about the scenario you are building:



Which quadrant?

Imagine the main storylines / headlines / developments that happen over the next 20 years in your scenario. Be as creative as possible, but remember that the events should fit the scenario

### Scenario Building

## Scenario Building (2)

4. What is happening in fishing ports up and down the coast?

6. What are the main causes for optimism in this scenario?

8. What are the main pressures facing fishery managers?

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Scenario Name?

5. What regional variations are important to note?

7. What are the main causes for concern in this scenario?

9. What are the most important differences between this scenario (in 2042) and today's world in 2022?

### Scenario Building

#### An opportunity to spend time thinking carefully about the scenario you are building:



### Overnight Reflections: Day 2 Reflections & Day 3 Plans

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### Steps in this Multi-Year Initiative

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#### Scoping:

reach out to stakeholders to gather input on forces of change that could affect fisheries over the next 20 years

Summer – Fall 2021

#### **Exploration**:

analyze forces driving change in greater detail

Winter 2022

Spring -Summer 2021 Scenario Deepening

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conduct workshop sessions to construct and discuss scenarios

#### **Application:**

use scenarios to identify actions and recommendations

#### Monitoring:

identify key indicators to monitor change and outline next steps

#### Summer 2022

#### Fall 2022-Winter 2023

- 1. Review of inputs from this workshop (core team)
- - Available to public
  - Communicate the basic stories of each scenario

  - Specific regional, stakeholder, species storylines
  - What's missing? What would you add?

2. Edit inputs / refine scenarios to create a first draft set of scenarios 3. Organize 3-4 scenario deepening webinars (End July - August)

• Check for plausibility, relevance, challenge, memorability, divergence • Suggestions for how to improve the stories across those dimensions

### Applying the Scenarios

Using the scenarios as a platform to have discussions and generate ideas about governance and management changes

**MADE IN THE USA** 

**LIFE FINDS A WAY** 



MAKING LEMONADE

#### **CATCH ME IF YOU CAN**

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# **PLENTY OF FISH CATCH OF THE DAY** IN THE SEA... **IF WE ARE RISING TO THE CHALLENGE** SCREWED.

Using the scenarios as a platform to have discussions and generate ideas about governance and management changes

e.g. Think specifically about MADE IN THE USA (a generally positive scenario)

- Will our current approaches to management / governance be needs to change NOW to ensure success?
- What management changes have helped enable this scenario?
- out as described?
- Distinguish between "assume MSA intact" / "beyond MSA"

successful under [these conditions] in the next 20 years? If not, what

• What governance changes would be required to see this scenario play

Using the scenarios as a platform to have discussions and generate ideas about governance and management changes

e.g. Think specifically about CATCH ME IF YOU CAN (a generally negative scenario)

- Will our current approaches to management / governance be needs to change NOW to ensure success?
- What management changes could help minimize the constraints / difficulties of this scenario?
- What governance changes could help prevent / avoid this situation?

successful under [these conditions] in the next 20 years? If not, what

### Applying the Scenarios

- SAFMC
- MAFMC
- NEFMC
- ASMFC

Potential for other conversations/webinars with specific groups...

different conditions of each scenario

recommendations

Planned conversations at Council / Commission meetings during the Fall

- All to generate ideas for management and governance changes under
- Followed by a Summit meeting to review all ideas and prioritize / suggest



De Geus is a former corporate planning director for Royal Dutch Shell. Shell pioneered the application of scenario planning to the business world.

"Scenarios are stories. They are works of art rather than scientific analyses. The precision of [their content] is less important than the types of conversations and decisions they spark."

> Arie de Geus, The Living Company