



Nintendo Australia Pty Limited The National Packaging Covenant

**REPORT ON
ACTION PLAN 2008 – 2011**

**REPORT PERIOD
JULY 2009 – JUNE 2010**



**Nintendo Australia Pty Limited
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The Wii logo, consisting of the word "Wii" in a bold, sans-serif font with a registered trademark symbol (™) to the lower right, positioned inside a blue circular ring.

The Nintendo DS logo, with "NINTENDO" in a bold, sans-serif font, followed by a stylized "DS" where the "D" and "S" are connected, and a registered trademark symbol (®) to the right.

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EXECUTIVE SUMMARY

This report applies to the second year in the 2008 – 2011 Action Plan. It is the final report relating to the 2008 – 2011 Action Plan due to the National Packaging Covenant being superseded by the Australian Packaging Covenant.

Nintendo Australia has been a signatory to the National Packaging Covenant for eight years and recently became a signatory to the new Australian Packaging Covenant. The establishment of an Environmental Committee to manage the requirements of being a signatory has resulted in effective environmental considerations with respect to packaging but also in other areas of business.

Nintendo Australia's commitment to minimising the environmental impact of its product packaging is demonstrated by a continuous improvement plan and the collation and reporting of data.

As an importer of consumer goods, some of which are assembled locally and some received pre-packaged, Nintendo Australia focuses primarily on what we have direct control over with regards to recycling, reusing and reducing product packaging materials. Nintendo Co., Ltd. is made aware of Nintendo Australia's commitment to the Covenant, which also ensures that Nintendo Co., Ltd. is aware of Nintendo Australia's requirements for environmentally friendly packaging materials and practices.

Over the last four reporting periods we have undergone a significant increase in sales growth which has increased the total amount of product packaging used (measured by weight). The packaging-to-product ratio has increased from 0.44:1 in the 2008-2009 Report Period to 0.70:1 in the 2009-2010 Report Period which this document is based on. This is largely due to the repackaging of one of Nintendo's most popular products, Wii Fit which has been repackaged to include the latest version of this product, Wii Fit Plus.

Nintendo Australia continues to maintain a high percentage of recyclable material in its packaging with 99.95% (measured by weight) being recyclable. Nintendo Australia works closely with packaging suppliers to ensure that packaging materials produced locally in Australia are made of recycled and recyclable materials wherever possible.

Aside from packaging, Nintendo Australia's Environmental Committee has been working on supplementary ways to make the company "greener", by evaluating purchasing practices as well as methods of conserving energy. The recycling of post-consumer waste by staff is ongoing. In addition, a new initiative has resulted in e-waste being sent to a specialised recycling facility. The overall result of initiatives such as this one is that 10,729 kg of materials has been prevented from going to landfill.

HISTORY OF NINTENDO AUSTRALIA

Introduction

Nintendo Australia Pty Limited (**Nintendo Australia**) was established in 1994, and is the local head office of Nintendo Co., Ltd. of Kyoto, Japan.

The Company

Recognised as the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co., Ltd. manufactures and markets hardware and software for its popular home video game systems and portable hand held game systems.

Nintendo Co., Ltd. was founded in 1889 as a manufacturer of “Hanafuda”, Japanese playing cards and became the first manufacturer of western style playing cards in Japan. Nintendo Co., Ltd. had many successful years manufacturing various types of playing cards and games before branching into the electronic toy industry.

Nintendo Co., Ltd. introduced electronic technology into the toy industry for the first time in Japan in 1970. The following years saw the development and innovation of video games and the birth of the video games industry.

Nintendo has operations in the USA, Canada, Germany, Italy, France, Spain, the Netherlands, Belgium, Korea, China, Taiwan, Mexico, Brazil, and Australia. Today, Nintendo Co., Ltd. is recognised as the leading software based entertainment company in the world.

Nintendo Australia was formed in 1994. Prior to this, for seven years Nintendo products were available in Australia through a distributor. Nintendo Australia currently employs 90 permanent full-time staff consisting of 81 staff at the Head Office in Melbourne, and 9 Field Representatives working throughout Australia.

Nintendo Group Worldwide develops, manufactures, markets and distributes video games. Icons like Mario, Zelda and Pokémon are unique to Nintendo video games systems and are world recognised. The home video games machines (Nintendo Entertainment System, Super Nintendo, Nintendo 64, GameCube, Wii) are console systems that connect to a television and are played using a hand controller and game (cartridge or disc). Nintendo’s newest such console system, the “Wii” was released in early December 2006 and has sold over 1.8 million units of hardware. Wii Fit and its successor Wii Fit Plus have together sold in excess of one million units since the initial launch in May 2008.

The portable video game systems Nintendo DS Lite, Nintendo DSi and the recently released Nintendo DSi XL are battery operated hand held consoles using Game Card (i.e. cartridge) based games. Since the introduction of the first version of Nintendo DS in February 2005, the total of all models of Nintendo DS sold in Australia exceeds 2.7 million (as at June 2010).

The success of the Nintendo brand is due to the production of high quality products that are innovative and have high entertainment value.

In addition to game consoles, Nintendo Australia has also sold over 3.2 million software units in the 2009-2010 financial year alone. The range of products currently in the Australian market includes Wii, Nintendo DSi XL, Nintendo DSi, Nintendo DS Lite, and a range of software titles and styles including Adventure, Action, Racing, Role Play, Classic and Sports games as well as various accessories for each platform.

Environmental Policy

Nintendo Australia became a signatory to The National Packaging Covenant in August 2002, later becoming a signatory to the strengthened Covenant in September 2005. Most recently Nintendo Australia has become a signatory to the new Australian Packaging Covenant in September 2010.

Nintendo Australia recognises the importance of minimising the effects of packaging materials on the environment, and continues to strengthen its internal Environmental Committee to review, action and promote a responsible approach to the protection of the environment.

Nintendo Australia is aware of the necessity to comply with all Government environmental legislation to minimise waste and increase efficiency, reduce energy consumption, minimise the effects of its operations on the environment, establish systems for and encourage recycling, educate and encourage staff to be environmentally aware and promote responsible environmental management to Nintendo Australia's suppliers and dealers.

Nintendo Australia is keen to ensure that environmental considerations are incorporated from the planning and development stages through to the end of the working life and disposal of the product. With these considerations in mind Nintendo Australia will seek to have as minimal impact on the environment as is commercially possible.

Current Status

Nintendo Australia imports products from Nintendo Co., Ltd. located in Japan, as well as manufacturing plants throughout Asia. Some of these products are imported as fully-assembled "finished goods" while others are packaged locally in a combination of locally produced and imported packaging.

Nintendo Co., Ltd. continually reviews packaging design and materials for efficiency, minimisation of waste and impact on the environment.

In order to fully understand the types and quantities of packaging materials used and identify areas for improvement, an audit of the types of packaging materials used for Nintendo's current products was performed in Nintendo Australia's first year as a signatory to The Covenant. In addition to identifying the types of materials used, investigation was made into ways of measuring and recording the quantities of these materials. An ongoing part of Nintendo Australia's Action Plan has been to record quantities of waste currently generated and implement ways to reduce this by eliminating, reusing and recycling these materials.

The current packaging materials in use are:

Cardboard	-	Retail product master
	-	Cartons Shipper/Inner
	-	Point of Sale Sleeves
Paper	-	Consumer product information
	-	Shipping and handling information
	-	Labels
Plastic	-	Bags
	-	Inner Tray
	-	Strapping Buckles
Polyethylene	-	Stretch film
	-	Bubble wrap
	-	Pallet Bags/liners
Polypropylene	-	Strapping
	-	Game cases
Wood	-	Treated pine pallets
	-	Hardwood pallets
Wire	-	Vinyl coated ties

Major Achievements

Since becoming a signatory to the Covenant, Nintendo Australia has put in place processes for the collection and recycling of all types of recyclable packaging materials handled onsite. A report on the quantity sent to landfill is presented to Nintendo Australia's Directors each month and a container for collection and recycling of cardboard has been brought onsite in order to increase efficiency and effectiveness of cardboard recycling.

In the 2009-2010 financial year, Nintendo Australia consolidated the recycling of confidential documents and recycling of non-confidential end user materials simply by introducing more shredders and shredding more paperwork onsite. Once shredded, the confidential paperwork can be recycled by Visy together with other paper. This has eliminated a regular collection by a specialised secure document destruction company which avoids fuel costs and cuts down on carbon emissions.

The colour coded recycling system for end user material in the office, which was introduced in the 2007-2008 reporting period is now well established as a regular part of the day-to-day operations of the company.

The Environmental Committee regularly communicates with all permanent employees on environmental projects and continues to remind all staff of the importance of the correct disposal of packaging (including their own end user packaging).

Current Projects

Nintendo Australia has continued working towards the current packaging KPIs as well as investigating recycling options for those few materials we use in the packaging process that currently are not able to be recycled.

Due to the commencement of the new Australian Packaging Covenant on 1st July 2010, Nintendo Australia is now reviewing the Australian Packaging Covenant, Handbook for Signatories and Sustainable Packaging Guidelines in order to commence working on a new Action Plan. The Action Plan will address the new covenant's performance indicators and targets, and either the Sustainable Packaging Guidelines or an alternative but equivalent set of guidelines and assessment processes.

NPC KEY PERFORMANCE INDICATORS

The KPIs that are relevant to Nintendo are KPI 1, 6, 16, 21, 26, 27, 28 & 29.

KPI	REPORTING MEASURE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
<p>1. Total weight of consumer packaging (domestic & imported) sold per annum into the Australian Market and the total weight of products packaged.</p>	<p>1A. Report tonnes of packaging by material type & by source (local or imported).</p> <p>1B. Report tonnes of packaged product sold.</p> <p>1C. Report ratio of product to packaging (by weight).</p>	<p><i>Implemented 1A:</i> A reporting system that records the total quantities of products imported. Each packaging material within each product is then recorded separately to calculate the total weight of all the packaging material used for each product. Locally produced packaging is recorded separately. To calculate all locally produced packaging, a Packaging Check List Form is completed for every order placed with our printing supplier identifying the material used, quantity produced, and weight.</p> <p><i>Implemented 1B:</i> As stated in 1A, total quantity of products is recorded together with the weight of each product in order to calculate the total weight of packaged product.</p> <p><i>Implemented 1C:</i> The ratio of product to packaging (by weight) is included in each Annual Report.</p> <p>*Continue with all of the above recordings</p>	<p>Director of Operations (formerly Operations Manager)</p> <p>Warehouse Manager (formerly Warehouse Supervisor)</p> <p>Business Affairs Assistant</p>	<p>Ongoing 01/07/08 – 30/06/11</p> <p>Ongoing 01/07/08 – 30/06/11</p> <p>Ongoing 01/07/08 – 30/06/11</p>

KPI	REPORTING MEASURE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
<p>6. Total Weight, by type, of “non-recyclable” consumer packaging sold per annum into the Australian Market.</p>	<p>6A. Report tonnage of “non recyclable” packaging sold by material type and total.</p> <p>6B. Report total “non recyclable packaging” as a % of total packaging sold.</p>	<p><i>Implemented 6A:</i> A spreadsheet titled “Product Specification” records all materials that make up the packaging to all of our products, whether they are recyclable or non recyclable materials. Non recyclable materials are weighed and total quantity recorded. Continue with these recordings.</p> <p><i>Implemented 6B:</i> Each Annual Report includes total “non recyclable” packaging as a % of total packaging sold.</p> <p>*Continue with all of the above recordings</p>	<p>Director of Operations</p> <p>Warehouse Manager</p> <p>Business Affairs Assistant</p>	<p>Ongoing 01/07/08 – 30/06/11</p> <p>Ongoing 01/07/08 – 30/06/11</p>
<p>16. Percentage of signatories providing recycling collection facilities for post-consumer packaging generated on-site.</p>	<p>16A. Report on whether on-site recycling facilities are provided or not.</p> <p>16B. If yes, provide details.</p>	<p><i>Implemented 16A:</i> Reported that recycling collection facilities for post consumer packaging are in place on site.</p> <p><i>Implemented 16B:</i> Collection facilities are provided for the following materials:</p> <ol style="list-style-type: none"> 1. Wheelie Bins/Security Destruction - All paper materials 2. Bulk Bin - All cardboard materials 3. Commingle Bins - for aluminium and plastic materials 4. Toner Bins – For plastic toner materials 5. Bale Bags – Shrink wrap material 6. 18ltr Bins – Plastic Bags <p>Continue with these collections and; where applicable, the collection of each bin is now recorded and added to the database.</p>	<p>Director of Operations</p> <p>Warehouse Manager</p> <p>Operations Secretary</p>	<p>Ongoing 01/07/08 – 30/06/11</p> <p>Ongoing 01/07/08 – 30/06/11</p>

KPI	REPORTING MEASURE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
<p>21. Estimate tonnage of consumer packaging sent (a) for recycling and (b) to landfill from on-site collection facilities.</p>	<p>21A. Report on amounts of consumer packaging from on-site collection which is</p> <p>(i) Sent for recycling (tonnes and % of total waste); and</p> <p>(ii) Sent to landfill (tonnes and % of total waste).</p>	<p><i>Implemented 21A (i):</i> A disposal spreadsheet recording all recyclable packaging materials that are disposed of in quantity and weight in kilograms.</p> <p><i>Implemented 21A (ii)</i> The recording of the quantity and weight figures for each collection of landfill waste to record tonnes and total waste. This is reported monthly to Directors.</p>	<p>Director of Operations</p> <p>Warehouse Manager</p>	<p>Ongoing 01/07/08 – 30/06/11</p>
<p>26. Implementation of Buy Recycled Purchasing Policy or Practices.</p>	<p>26A. Report on whether the signatory has implemented a Buy Recycled purchasing policy or practices.</p> <p>26B. If yes, provide details and quantitative data where available.</p>	<p><i>To Implement 26A:</i> A buy recycled purchasing policy has been investigated; further assessment is required in this area in order to create a comprehensive policy that can be placed on the company intranet. This will include an extensive analysis of stationery suppliers.</p> <p><i>To Implement 26B:</i> Report on outcomes and quantitative data.</p>	<p>Business Affairs Assistant</p> <p>Purchasing Officer</p>	<p>Ongoing 01/07/08 – 30/06/11</p>
<p>27. Establishment of baseline performance data.</p>	<p>27A. Report indicative baseline data (where available), including qualifiers and assumptions.</p> <p>28B. Report established baseline data by 31 October 2009.</p>	<p><i>Implemented 27A:</i> Spreadsheets set up for the reporting of data. Nintendo will continue to report and update spreadsheets already in place and conduct an audit every 6 months. Include indicative baseline date in Action Plan where available.</p> <p><i>Implemented 28B:</i> Established baseline data is reported on in annual report.</p> <p>*Continue with all of the above recording</p>	<p>Business Affairs Assistant</p>	<p>Ongoing 01/07/08 – 30/06/11</p>

KPI	REPORTING MEASURE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
<p>28. Annual Reporting against Action Plan.</p>	<p>28A. Report to be lodged annually commencing 2009 for this new Action Plan. This is to outline progress against baseline data, individual Action Plan commitments, targets and timelines.</p>	<p><i>Implemented 28A:</i> Conduct regular audits (on a 6 months basis) of departments, checking their data recording process of all KPIs and targets to ensure that information is up-to-date and will reflect accurate provision of our company baseline data.</p>	<p>Business Affairs Assistant</p>	<p>Ongoing 01/07/08 – 30/06/11</p>
<p>29. Demonstrated improvement and achievements against individual targets and milestones.</p>	<p>29A. Annual report to clearly demonstrate continuous improvements and performance against individual targets and timelines in Action Plan.</p>	<p><i>Implemented 29A:</i> Submitted Action Plan October 2008. Where applicable we will submit any revisions to this action plan by October 2009/2010. If no revisions or improvements then achievements will be reported in the annual report due annually October 2009-2011.</p>	<p>Business Affairs Assistant</p>	<p>November 2008/2009 and then October 2009-2011</p>

N.B. KPIs and due dates in the table above will be superseded by goals in a new Action Plan which is due to be submitted by 31st March 2011.

NPC KEY PERFORMANCE INDICATORS: RESULTS

KPIs 1,6,16,21,26,27,28 & 29.

KPI 1.

Objective:

Total weight of consumer packaging (domestic & imported) sold per annum into the Australian Market and the total weight of products packaged.

Reporting Measure:

1A. Report tonnes of packaging by material type and by source (local or imported)

1B. Report tonnes of packaged product sold

1C. Report ratio of product to packaging

Results:

1A.

Report tonnes of packaging by material type and by source (local or imported)

	July 2009 – June 2010		July 2008 – June 2009		July 2007 – June 2008	
Material	Imported	Local	Imported	Local	Imported	Local
Cardboard	841.83	0.00	1313.60	0.73	442.07	0.00
Paper	399.85	7.91	435.02	8.76	197.06	13.85
Plastic	405.34	0.02	431.39	0.00	244.20	0.00
Vinyl/Wire Tie	0.86	0.00	1.04	0.00	0.41	0.00
Foam	18.48	0.00	41.48	0.00	12.57	0.00
Sticker	0.74	0.00	0.91	0.06	0.26	0.058
Mixed Recyclable	42.93	0.00	276.24	0.00	51.54	0.00
SUB-TOTAL	1710.04	7.93	2499.68	9.55	948.11	13.908
TOTAL TONNES	1717.97		2509.23		962.02	

1B.

Report tonnes of packaged product sold.

Packaged Product	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Nintendo DS (includes software)	228.20	243.50	229.44
Nintendo DSi	165.20	58.90	N/A
Wii	1664.24	3014.10	1030.38
Wii Fit (includes Wii Fit Plus)	411.35	2451.06	457.29
TOTAL TONNES	2468.99	5767.56	1717.11

1C.

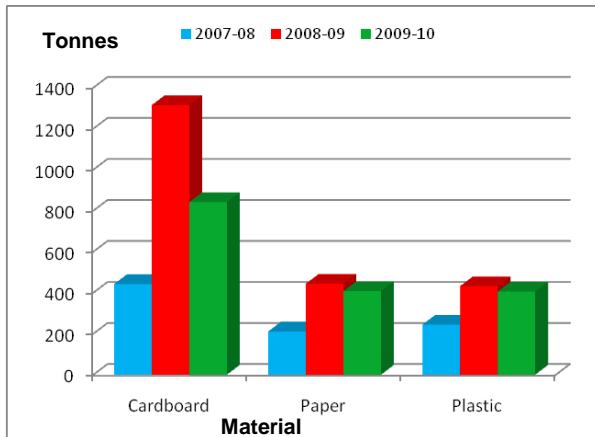
Report ratio of product to packaging (by weight).

	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Packaging (Tonnes)	1717.97	2509.23	962.02
Product (Tonnes)	2468.99	5767.56	1717.11
RATIO	0.70:1	0.44:1	0.56:1

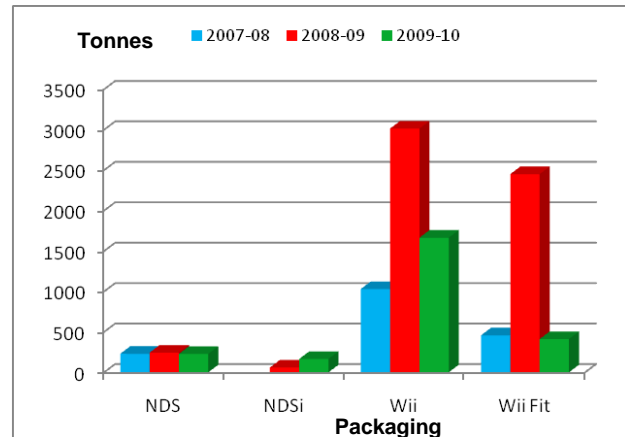
For every one tonne of packaged product there were 0.70 tonnes of packaging.

Summary:

During the current reporting period, the weight of Nintendo products sold into the Australian market has decreased in comparison to the very large weight of products sold in 2008-2009, and as a result the amount of packaging has also reduced. As explained below, the 2009-2010 results are skewed by the reuse of Wii Balance Boards that were reported as “packaged product sold” in the 2008-2009 report.



Weight (in tonnes) of 3 main packaging materials



Weight (in tonnes) of packaged products

Results in table 1B show a decrease in tonnage of Nintendo product sold into the Australian market in 2009-2010 compared to 2008-2009. This is largely due to a reduction of Wii Fit products from 2451.06 tonnes in 2008-2009 to just 411.35 tonnes in 2009-2010. This result is actually heavily skewed as a result of the way the data was gathered. A quantity of Wii Balance Boards (which account for 42.5% of the total weight of this product/packaging) were removed from their original *Wii Fit* packaging and repackaged into new *Wii Fit Plus* packaging. The new *Wii Fit Plus* packaging is included in this report, whereas the Wii Balance Boards are not.

Although the exclusion of these Wii Balance Boards from this annual report makes the packaging-to-product ratio seem worse this year than it actually was, we made a conscious decision to exclude them from this report because to record the same products a second time in this year’s annual report would give an inaccurate indication of the overall volume of packaged products sold in the two financial years from 2008 to 2010.

As evidenced in 1C, there has been significant increase in the ratio of packaging-to-product for this reporting period, which now stands at 0.70:1, an increase of 0.26:1 on the results of the last reporting period. This is largely due to the repackaging of Wii Balance Boards as explained in the preceding paragraphs.

1A demonstrates that the amount of plastic used has not significantly changed over the last three years. This is largely due to sales of software, which is packaged in DVD-style cases. Unlike hardware and accessories, software is relatively light and therefore does not greatly affect total tonnage of product, but software packaging does account for the majority of plastic used by Nintendo as packaging. Such a gradual shift in the ratio of hardware to software is typical of sales trends in this industry throughout the lifespan of a product, as the installed user base increases and these hardware owners make ongoing software purchases.

KPI 6.**Objective:**

Total Weight, by type of “non-recyclable” consumer packaging sold per annum into the Australian Market.

Reporting Measure:

6A. Report tonnage of “non recyclable” packaging sold by material type and total.

6B. Report total “non recyclable” packaging as a % of total packaging sold.

Results:

6A. Report tonnage of “non recyclable” packaging sold by material type and total.

Imported Material	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Plastic	0.00	0.07	0.00
Vinyl/Wire Tie	0.86	1.04	0.41
Stickers	0.00	0.05	N/A
Foam	0.00	0.02	N/A
TOTAL TONNES	0.86	1.18	0.41

6B. Report total “non recyclable” packaging as a % of total packaging sold.

	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Non Recyclable Packaging (tonnes)	0.86	1.18	0.41
Total Packaging (tonnes)	1717.97	2509.23	962.02
PERCENTAGE	0.05%	0.05%	0.04%

Summary:

99.95% of total packaging is recyclable which is reflected in KPI 1 of the Product Stewardship and Individual Targets.

KPI 16.**Objective:**

Percentage of signatories providing recycling collection facilities for post-consumer packaging generated on-site.

Reporting Measure:

16A. Report on whether on-site recycling facilities are provided or not.

16B. If yes, provide details.

Results:

16A & 16B.

Collection Facility	Material Type	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Visy	Cardboard	48.08	21.24	10.21
	Aluminium/Plastics (Comingle)	0.86	0.10	0.60
	Paper	0.02	2.93	3.24
Astron Plastics	Polyethylene (Shrink wrap)	1.49	3.27	2.25
Iron Mountain & Top Secret - Security Destruction)	Paper	2.45	0.84	5.73
Close the Loop	Toners Plastics/Metals	0.05	0.08	0.053
TOTAL TONNES		52.95	28.46	22.08

Summary:

Nintendo Australian provides facilities for the collection (and recycling) of all products listed in the table above, and as a result of this has diverted 52.95 tonnes of material from going to landfill.

Throughout the last four years from 2006 to 2010 Nintendo Australia has had a consistent arrangement with a toner collection company to facilitate the collection of used toner cartridges. Results show that 0.05 tonnes of plastics and metals that would otherwise have been deposited as landfill has instead been recycled and/or reused by the toner collection company "Close the Loop". Close the Loop operates in association with Planet Ark and states on their website closetheloop.com.au that as a result of their separation processes all cartridges are recycled with zero waste to landfill.

KPI 21.**Objective:**

Estimate tonnage of consumer packaging sent (a) for recycling and (b) to landfill from on-site collection facilities

Reporting Measure:

21A. Report on amounts of consumer packaging from on-site collection which is

- (i) Sent for recycling (tonnes and % of total waste); and
- (ii) Sent to landfill (tonnes and % of total waste).

Results:

- (i) Sent for recycling (tonnes and % of total waste).

	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Tonnes Recycled	35.13	0.23	1.42
Over Produced Packaging	2.45	0.23	1.42
% of over Produced Packaging Recycled	100%	100%	100%

- (ii) Sent to landfill (tonnes and % of total waste).

	July 2009 – June 2010	July 2008 – June 2009	July 2007 – June 2008
Tonnes to landfill	0.00	0.00	0.00
Over Produced Packaging	0.0	0.23	1.42
% of over Produced Packaging Not Recyclable	N/A	0%	0%

Summary:

The amount of packaging sent for recycling in this financial year was largely a result of disassembling *Wii Fit*. Outer packaging, manuals and sleeves were recycled, but the cardboard “inners”, Game Cases, Precautions Manuals, plastic bags, etc. were re-used for *Wii Fit Plus*.

Although the over produced packaging recorded in table (i) above was not manufactured in 2009-2010, it was recycled in the 2009-2010 period due to becoming obsolete. This experience shows that packaging which has been used in a product assembly can later be disassembled under some specific circumstances.

KPI 26.

Objective:

Implementation of Buy Recycled purchasing policy or practices

Reporting Measure:

26A. Report on whether the signatory has implemented a Buy Recycled purchasing policy or practices.

26B. If yes, provide details and quantitative data where available.

Results:

26A. The recyclable shipping cartons used in the transportation of Nintendo products are sourced from Visy, and Nintendo Australia is interested in purchasing cartons from Visy which are made from recycled cardboard. The area where we have had the most success “buying recycled” is white office paper, which is 100% recycled.

26B. Currently, 100% of the white office paper purchased by Nintendo Australia is 100% recycled, as are the serviettes, tissues and paper towelling used in the office.

Summary:

Where practicable, Nintendo Australia is purchasing 100% recycled consumables and the Purchasing Officer aims to follow “buy recycled” practices. These practices are yet to be formalised as a policy.

KPI 27.

Objective:

Establishment of baseline performance data.

Reporting Measure:

27A. Report indicative baseline data (where available), including qualifiers and assumptions.

28B. Report established baseline data by 31 October 2010.

Results:

Baseline data that was reported on in the July 2008 - June 2009 report is indicative baseline data, enabling an accurate comparison during this reporting period. In July 2008 - June 2009 the data that was recorded and reported as baseline data was relevant to KPIs 1, 6, 16, 21, 27, 28 and 29.

Summary:

Where applicable, baseline data which Nintendo has gathered pursuant to the previous National Packaging Covenant will be used as baseline data for measuring performance against the goals of the new Australian Packaging Covenant.

KPI 28.

Objective:

Annual Reporting against Action Plan.

Reporting Measure:

Report to be lodged annually commencing 2008 outlining progress against baseline data, individual Action Plan commitments, targets and timelines.

Results:

Report submitted in October 2010.

Summary:

A new Action Plan was submitted with the Annual Report on 31st October 2008.

Due to commencement of the new Australian Packaging Covenant on 1st July 2010, the first Action Plan under the new Packaging Covenant is required to be submitted by the deadline of 31st March 2011.

KPI 29.**Objective:**

Demonstrated improvement and achievements against individual targets and milestones.

Reporting Measure:

Annual report to clearly demonstrate continuous improvements and performance against individual targets and timelines in Action Plan.


Results:


Report submitted in October 2010.

Summary:

Improvements and performance against individual targets and timelines in the 2008-2011 Action Plan are demonstrated by the presentation of data and other outcomes in annual reports submitted in October 2009 and October 2010.

SUMMARY OF PRODUCT STEWARDSHIP AND INDIVIDUAL TARGETS

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
DESIGN 	1	Measure total amount of Point of Sale (POS) materials used for the marketing of products. Also, ensure where possible materials that are both recycled and recyclable are used for POS and aim to place the recycle symbol on POS.	Ensure suppliers of POS provide us with material, quantity and weight for each consignment of POS delivered to Nintendo. Record this information on the Environmental Database. Ensure POS is printed on recycled material and investigate the possibility of placing the recycle symbol on POS items.	Trade Marketing Coordinator	January 2009 (+ Ongoing)
	2	Add all new items from Club Nintendo to recording and reporting process.	Make sure that all new products to be supplied to consumers as part of Club Nintendo have their weights and quantities recorded. Investigate recyclability of these items.	Business Affairs Assistant	January 2009 (+ Ongoing)
	3	Consult with Nintendo Co. Ltd on any changes to packaging materials.	Report on information received from Nintendo Co. Ltd regarding variations to specific materials.	Director of Business Affairs Artwork Planning Coordinator	As Required
	4	Ensure where possible materials that are both recycled and recyclable are used for locally produced art work.	Report on what has already been done in this area and further investigate the environmental position of local printer and consider switching suppliers if necessary.	Artwork Planning Coordinator	January – June 2009

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
PRODUCTION 	1	Advise packaging manufacturer of our commitment to The Covenant and encourage minimising waste in over-production runs (objective of maximum 0.5% disposal of over production packaging).	Refresh communication with our packaging manufacturers via letter, our commitment to The Covenant, and continue to work together on the accuracy of orders and production quantities.	Warehouse Manager Artwork Planning Coordinator	Annually June 2009 - 2011

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
DISTRIBUTION	1	Identify areas of waste in the distribution process system and implement a reduction plan.	Report on non recyclable materials in our material range. Liaise where possible with other users of this material to share ideas and reduction plans.	Director of Operations	March 2009
	2	Decrease demand for reprints of printed material.	Publish certain manuals on our website or e mail this information to customers to eliminate reprints.	Artwork Planning Coordinator	June 2009

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
DISPOSAL	1	Reduce waste collections and minimise cardboard going to recycling by reusing.	Uphold current systems in place, and continue to investigate new recycling projects to ensure packaging materials are not sent to landfill where recycling systems / re-use can be implemented.	Director of Operations	Ongoing
	2	Reduce the amount of plastic going to landfill.	Investigate a plastic recycling system for number code 5 Polypropylene (Game Cases & Strapping)	Director of Operations	June 2009

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
MARKET DEVELOPMENT	1	Contribute to the National Packaging Covenant funding arrangements to address a broad range of programs including away from home recycling and enhancing recycling infrastructure.	Make annual contribution and communicate the use of funding to senior management.	Director of Business Affairs	Annually
	2	Investigate best practice for recycling and waste reduction in our industry and overseas.	Utilise local and international meetings as an opportunity to share local and global environmental issues. Share ideas and current implementations that may not already exist within our business and report on outcomes.	Director of Business Affairs	Annually

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
EDUCATION	1	Continue to raise awareness of our commitment to the National Packaging Covenant and other environmental initiatives by; presentations at quarterly staff meetings, quarterly Environmental Committee bulletins on recycling etc	<p>In the quarterly meetings throughout the year all staff are reminded of the importance of recycling and the colour coded recycling system is reaffirmed. Any new initiatives are also covered in the staff meetings.</p> <p>The awareness of recycling initiatives that are outside of the core objectives of the National Packaging Covenant have a flow-on effect to help encourage all staff to better contribute to meeting NPC objectives.</p>	<p>Planning Analyst</p> <p>Catering Officer (formerly Facilities Officer)</p>	Quarterly 2009-2011
	2	Education program for retailers including a letter of our commitment to the National Packaging Covenant.	Revise previous letter sent, update contact names, and recognise current signatories to the National Packaging Covenant to encourage non signatories to do so.	<p>Director of Business Affairs</p> <p>Director of Operations</p>	June 2009
	3	Improve on the current training provided to the warehouse staff.	Training on recycling and the correct disposal of materials is given on commencement and every 3 months thereafter. A sign off sheet has been created for staff to sign once training is completed.	Warehouse Manager	November 2008 (+ Ongoing)

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
LABELLING	1	Investigate recycling symbols and ways of including recycling symbols on to product packaging.	Research recycling symbols and their use in Australia. Communicate with Nintendo Co. Ltd in order to get symbols placed on packaging.	Artwork Planning Coordinator	January 2009

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
WHOLESALING AND RETAILING	1	Communicate with Retailers (letter) on the correct method of disposal for POS material.	Send letter to Retailers advising them of our commitment and expectations and guidelines regarding correct disposal of POS material. In this letter also list signatories to the NPC. Report any outcomes gained from promoting this information.	Trade Marketing Coordinator	March 2009 - 2011
	2	Use our Field Representatives to ensure POS is disposed of in the correct way by retailers.	Educate our Field Representatives on the correct way to dispose of used POS in order for them to monitor and encourage this at the retail level.	Trade Marketing Coordinator	March 2009

*Note: field merchandiser team has been replaced with Field Representatives

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
RECYCLING AND REPROCESSING	1	Refer to KPI's Wholesaling and Retailing, Education, Distribution and Labelling.			

CATEGORY		OBJECTIVE	COMPANY MEASURE	RESPONSIBILITY	DATE DUE
REPORTING	1	Nintendo Australia will attend Nintendo's Global Compliance Committee (GCC) meeting and report on the progress of their Action Plan and commitment under the National Packaging Covenant.	<p>In November 2008 Nintendo Australia's Business Affairs Director provided a written report to Nintendo's GCC committee on:</p> <ol style="list-style-type: none"> 1. Covenant's recycling targets for 2010 2. Covenant's mandatory KPIs 3. Nintendo Australia's annual report 4. Nintendo Australia's Action Plan for 2009-2010 5. Information on the Covenant's use of funding and the independent review of the Covenant <p>In April 2009 under the subject of Corporate Social Responsibility the Business Affairs Director discussed Nintendo Australia's commitment to the Covenant.</p>	Director of Business Affairs	April, November Annually
	2	All information on the NPC and our initiatives will be reported to Nintendo Co. Ltd as part of the compilation of the annual Corporate Social Responsibility (CSR) Report.	Provide a thorough analysis of our work on packaging and goals in this area to Nintendo Co. Ltd for inclusion in the CSR report. Review this report annually.	Director of Business Affairs	July 2009, 2010, 2011

N.B. Targets and due dates in the table above will be superseded once a new Action Plan is submitted to the new Australian Packaging Covenant. However, several of these objectives may remain.

PRODUCT STEWARDSHIP AND INDIVIDUAL TARGETS: RESULTS

Design, Production, Distribution, Disposal, Research, Market Development, Education, Labelling, Wholesaling & Retailing, Recycling & Reprocessing, Reporting.

DESIGN

Action 1

Objective:

Measure total amount of Point of Sale (POS) materials used for the marketing of products. Also, ensure where possible materials that are both recycled and recyclable are used for POS and aim to place the recycle symbol on POS.

Reporting Measure:

Ensure suppliers of Point of Sale (POS) provide us with material, quantity and weight for each consignment of POS delivered to Nintendo. Record this information on the Environmental Database. Ensure POS is printed on recycled material and investigate the possibility of placing the recycle symbol on POS items.

Results:

Point of Sale used in the 2009-2010 financial year was measured and recorded. In total there was 1205.2 tonnes of Point of Sale. The amounts of recyclable and non-recyclable POS are indicated in the table below in tonnes and as percentages of the total amount of POS used in the financial year.

Point of Sale July 2009 – June 2010	
Recyclable	Non-Recyclable
1020.31 tonnes (84.66% of total)	184.89 tonnes (15.34% of total)

Summary:

Nintendo Australia's suppliers of POS create and maintain their own records of POS consignments delivered to Nintendo Australia. These records are being provided to Nintendo Australia following the end of each financial year. This puts more responsibility on the suppliers and reduces the workload for Nintendo, but it does mean that Nintendo does not have direct control over the accuracy of the data received. Also, in several instances where certain items were not weighed by the suppliers Nintendo has had no option but to estimate the weights by using the average weight of items that the suppliers did weigh.

The possibility and implications of printing the recycling symbol directly on POS materials is still being investigated.

The above results show that currently 84.66% of the materials used to produce POS are recyclable. This is an increase on the reported percentage of 71% recyclable materials from the previous reporting period.

Action 2

Objective:

Add all new items from Club Nintendo to recording and reporting process.

(Please note, Club Nintendo is a scheme whereby consumers of Nintendo products accumulate points which they can then use to purchase one off pieces of Nintendo merchandise)

Reporting Measure:

Make sure that all new products to be supplied to consumers as part of Club Nintendo have their weights and quantities recorded. Investigate recyclability of these items.

Results:

The weights and quantities of all new products to be supplied to consumers through the Club Nintendo program – as well as the recyclability of their packaging – have been recorded in Nintendo Australia's Environmental Database. As of 1 April 2010, 5 new products have been added to the Club Nintendo Range.

Summary:

Nintendo Australia continues to record and report on Club Nintendo products in the same manner as retail products.

Action 3

Objective:

Consult with Nintendo Co. Ltd on any changes to packaging materials.

Reporting Measure:

Report on information received from Nintendo Co. Ltd regarding variations to specific materials.

Results:

During the 12-month reporting period there have not been any significant changes in packaging materials to be described in this report. Changes have affected packaging configuration only, not the selection of materials. When any potential changes in packaging are being considered, Nintendo Co., Ltd. is in direct communication with Nintendo Australia to request that we research the impact that the new material will have on the environment and whether the material complies with Australian environmental laws. Nintendo Co., Ltd is currently reviewing the reduction of plastic packaging materials.

Summary:

This Action is an ongoing requirement in order to meet the objectives of KPI 1, and to continue to comply with any relevant legal requirements.

Action 4

Objective:

Ensure where possible materials that are both recycled and recyclable are used for locally produced artwork.

Reporting Measure:

Report on what has already been done in this area and further investigate the environmental position of local printer and consider switching suppliers if necessary.

Results:

As shown in KPI 1, during this reporting period we locally produced 7.90 tonnes of paper packaging, 100% of which was recyclable.

In the last report it was stated that further investigation of the environmental position of Nintendo's primary provider of locally produced packaging revealed that it had ISO14001 accreditation and has implemented various measures to reduce energy consumption and reduce its impact upon the environment.

In this reporting period we have started using supplementary suppliers for the creation of this artwork, all of which are also ISO14001 accredited.

Summary:

This objective contributes to the results of KPI 6. All locally produced product packaging is accompanied by a letter from the supplier declaring the quantity, weight, composition and whether the materials are recyclable.

As mentioned above, 7.9 tonnes of paper packaging was produced locally. This 7.9 tonnes consists of various forms of consumer information, for example, Instruction Manuals, Precaution Manuals and Covering Sleeves. These forms of consumer information are all printed on recyclable paper.

PRODUCTION

Action 1

Objective:

Advise packaging manufacturer of our commitment to The Covenant and encourage minimising waste in over-production runs (objective of maximum 0.5% disposal of over production packaging).

Reporting Measure:

Refresh communication with our packaging manufacturers via letter, our commitment to The Covenant, and continue to work together on the accuracy of orders and production quantities.

Results & Summary:

1717.97 tonnes of packaging was produced from July 2009 to June 2010, and 2.43 tonnes of over-produced packaging was recycled.

We have found that there has been little need to reinforce our local packaging supplier's understanding of our commitment to The Covenant and the environment, as this understanding has become embedded in the way we conduct business with them. For example, each delivery of packaging from the local supplier is accompanied by a letter from the supplier stating the quantity, weight and composition of the materials and confirming that the materials are recyclable.

We have communicated with our manufacturers to limit the over supplies of packaging delivered to us, but due to a very specific set of circumstances we needed to dispose of packaging which unexpectedly became obsolete (refer to the section on KPI 1).

DISTRIBUTION

Action 1

Objective:

Identify areas of waste in the distribution process system and implement a reduction plan.

Reporting Measure:

Report on non recyclable materials in our material range. Liaise where possible with other users of this material to share ideas and reduction plans.

Results:

Non recyclable packaging materials have been reported under the heading of KPI 6 in this document. The percentage of non recyclable materials has been kept low again at 0.05%.

Summary:

There is very little waste in the distribution process system but we continue to try to minimise waste through regular meetings of Nintendo Australia's Environmental Committee and the Operations Department.

One of the recent improvements made was that the black pallet wrap used for overwrapping large pallets is now recycled by Astron Plastics.

Action 2

Objective:

Decrease demand for reprints of printed material.

Reporting Measure:

Publish certain manuals on our website or e mail this information to customers to eliminate reprints.

Results:

In total, 14 instruction booklets have been made available online.

Summary:

A key selection of instruction booklets relating to Wii, Nintendo DS Lite and Nintendo DSi hardware and accessories have been published on the 'Support' section of Nintendo Australia's website. Consumers who contact Nintendo Australia to ask for reprints of instruction booklets can be directed to the Support page on the website instead of having printed booklets sent to them by mail. Based on demand, additional support information is being added to the website on an ongoing basis to help minimise the need for reprints.

DISPOSAL

Action 1

Objective:

Reduce waste collections and minimise cardboard going to recycling by reusing.

Reporting Measure:

Uphold current systems in place, and continue to investigate new recycling projects to ensure packaging materials are not sent to landfill where recycling systems / re-use can be implemented.

Results:

As per the last reporting period, the Operations Department's monthly report for Directors includes a breakdown of what leaves the building from our collection facilities.

Further to this, several departments are now reusing the boxes that reams of copy paper are delivered in, as archive boxes, thus cutting down on waste as well as the purchase of archive boxes.

Summary:

Monthly reporting of the waste collection services enables the Directors and Managers to engage in open discussion about Nintendo Australia's recycling collection facilities and waste going to landfill.

Action 2

Objective:

Reduce the amount of plastic going to landfill.

Reporting Measure:

Investigate a plastic recycling system for number code 5 Polypropylene (Game Cases that are technically recyclable)

Results and Summary:

Investigations continue into possible arrangements for collection and recycling of code 5 Polypropylene plastics, which includes plastic Game Cases and strapping. Currently, plastic Game Cases that require disposal (e.g. because they become damaged in transit or during assembly) are sent to the same company that Nintendo Australia uses for recycling of e-waste.

Nintendo Australia has also gathered more information about the availability of recycling facilities that will enable consumers to recycle Polypropylene Plastics such as Nintendo's Game Cases which have the recycling symbol and code 5 imprinted on the inside surface. As an example, the local waste disposal authorities at the location of Nintendo Australia's offices is able to accept code 5 plastics collected from household recycling bins.

MARKET DEVELOPMENT

Action 1

Objective:

Contribute to the National Packaging Covenant funding arrangements to address a broad range of programs including away from home recycling and enhancing recycling infrastructure.

Reporting Measure:

Make annual contribution and communicate the use of funding to senior management.

Results:

Nintendo Australia has previously committed to making an annual contribution to the National Packaging Covenant as per the contributions schedule and has recently affirmed its commitment to the newly established Australian Packaging Covenant by signing a Signatory Commitment Form and by making the required annual contribution.

Summary:

Nintendo Australia will continue to make annual contributions as a commitment to the Australian Packaging Covenant to help the recovery and recycling of used packaging.

Action 2

Objective:

Investigate best practice for recycling and waste reduction in our industry and overseas.

Reporting Measure:

Utilise local and international meetings as an opportunity to share local and global environmental issues. Share ideas and current implementations that may not already exist within our business and report on outcomes.

Results:

Corporate Social Responsibility is listed as an agenda item at each Nintendo Global Compliance meeting. Compliance with Environmental Laws are discussed on a global basis allowing us to gain insight into the developments overseas and how these may be applied in Australia. Nintendo Co., Ltd. has regulations requiring standardisation of designs that fully take into account the environmental effect of Nintendo products throughout their entire life cycles from the planning stage to disposal. Numerous measures are taken such as carefully selecting packaging materials with consideration for the environment (for example, avoiding the use of certain composite materials that are difficult to recycle).

Summary:

Nintendo Australia continues to share ideas and current implementations that may not already exist within its business on an international level. The Director of Business Affairs attends the Global Compliance Committee meeting every 6 months where global environmental issues and initiatives are discussed by representatives of various countries.

On a local level, we continue to raise, share and discuss ideas with our packaging suppliers in order to ensure that any action taken complies with Australian legislation.

EDUCATION

Action 1

Objective:

Continue to raise awareness of our commitment to the National Packaging Covenant and other environmental initiatives by; presentations at quarterly staff meetings and quarterly Environmental Committee bulletins on recycling, etc.

Reporting Measure:

Record and report on current and new awareness activities. Regarding the colour coded bin system, conduct audits on bins and continue staff reminders on this topic.

Results:

Product Stewardship and staff education is continuing through presentations in the Quarterly Staff Meeting and the use of updated and more relevant/visible signs around the building.

Summary:

Through presentations in quarterly meetings and email bulletins, staff awareness of the Packaging Covenant and other environmental initiatives such as recycling of post-consumer waste material is heightened. The direct benefit in terms of Covenant obligations is a high level of compliance by all staff. Staff education during induction has been implemented in the last two reporting periods.

Action 2

Objective:

Education program for retailers including a letter of our commitment to the National Packaging Covenant.

Reporting Measure:

Revise previous letter sent, update contact names, and recognise current signatories to the National Packaging Covenant to encourage non signatories to do so.

Results:

A letter has already been sent in a previous reporting period.

Summary:

Nintendo Australia's new team of Field Representatives is being encouraged to promote recycling of point-of-sale materials by retailers when the materials become obsolete.

Action 3

Objective:

Improve on the current training provided to the Warehouse Staff.

Reporting Measure:

In-depth training on recycling and the correct disposal of materials is to be given to the Warehouse team members.

Results:

The aforementioned training is being conducted on commencement and also as part of the quarterly group training that is given to all Warehouse team members. A sign off sheet has been created for staff to sign once training has been completed.

Summary:

The aim of this training is to ensure that Warehouse team members, the people responsible for putting the majority of recyclable waste into the correct containers, are fully compliant with the established processes to ensure positive results under KPIs 21 and 6. This training is ongoing every 3 months.

LABELLING

Action 1

Objective:

Investigate recycling symbols and ways of including recycling symbols on to product packaging.

Reporting Measure:

Research recycling symbols and their use in Australia. Communicate with Nintendo Co. Ltd in order to get symbols placed on packaging.



Results:

No further progress was made in this area during the 2009-2010 reporting period

Summary:

Nintendo already has in place the grading used on game cases, and it has been reported previously where consumers can recycle their old game case (Polypropylene). At this stage the Mobius Loop is not currently being used on Nintendo packaging. Including the Mobius Loop on software packaging could mislead consumers into thinking that the entire packaging (including the Polypropylene cases) can be recycled by their local recycling facilities despite the fact that some local councils do not offer recycling of Polypropylene. More investigation is required in this area.

WHOLESALE AND RETAILING

Action 1

Objective:

Communicate with Retailers (letter) on the correct method of disposal for Point of Sale (POS) material.

Reporting Measure:

Send letter to Retailers advising them of our commitment to the Covenant and expectations regarding correct disposal of POS material. In this letter, also list signatories to the NPC. Report any outcomes gained from promoting this information.

Results:

The letter was intended for the next year in the now obsolete Action Plan. As we continue to identify what POS is and is not produced on recycled material (as part of Action 1 under Design), and what POS is recyclable, we will also communicate the correct way to dispose of POS to our Field Representatives.

Summary:

The Field Representatives are given direction regarding what POS is recyclable and are therefore able to dispose of the items they have in the most environmentally friendly way.

Action 2

Objective:

Use our Field Representatives to ensure POS is disposed of in the correct way by Retailers.

Reporting Measure:

Educate our Field Representatives on the correct way to dispose of used POS in order for them to monitor and encourage this at the Retail level.

Results and Summary:

During the last reporting period the entire structure of Nintendo Australia's merchandising force was changed. This now affords us greater control over what happens to POS materials throughout Australia and work will continue in this area.

RECYCLING AND REPROCESSING

**Please note. This category has been covered in KPIs under Wholesaling and Retailing, Education, Distribution and Labelling.*

REPORTING

Action 1

Objective:

Nintendo Australia will attend Nintendo's Global Compliance Committee (GCC) meeting and report on the progress of their Action Plan and commitment under the National Packaging Covenant.

Reporting Measure:

Attend the GCC meeting and report on the progress of our Action Plan and commitment to the National Packaging Covenant. Gain ideas from counterparts on the GCC and report to Environmental Committee.

Results:

Nintendo Australia participated in the Global Compliance meeting in April 2010. The Director of Business Affairs (who is also an Environmental Committee member and Covenant Contact Officer) discussed the objectives and requirements of the National Packaging Covenant. Environmental laws and industry initiatives in other countries were also discussed under the subject of Corporate Social Responsibility.

Summary:

The Nintendo Group recognises the importance of discussing the impact Nintendo packaging has on the environment at each Global Compliance meeting in April and November of each year. Environmental issues continue to be an agenda item at each Global Compliance meeting.

Nintendo Australia continues to share its developments with affiliates at each Global Compliance meeting.

Action 2

Objective:

Information on the Packaging Covenant and Nintendo Australia's initiatives is reported to Nintendo Co., Ltd. as part of the compilation of the annual Corporate Social Responsibility (CSR) Report.

Reporting Measure:

Provide a thorough analysis of our work on packaging and goals in this area to Nintendo Co. Ltd for inclusion in the CSR report. Review this report annually.

Results and Summary:

A thorough analysis of Nintendo Australia's work on packaging and related goals was presented to Nintendo Co., Ltd. In particular, Nintendo Co., Ltd. chose to highlight in the global CSR report the ratio of product to packaging and the percentage of packaging that is recyclable.

The National Packaging Covenant Report on Action Plan for period 2008-2011 is presented on behalf of:

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