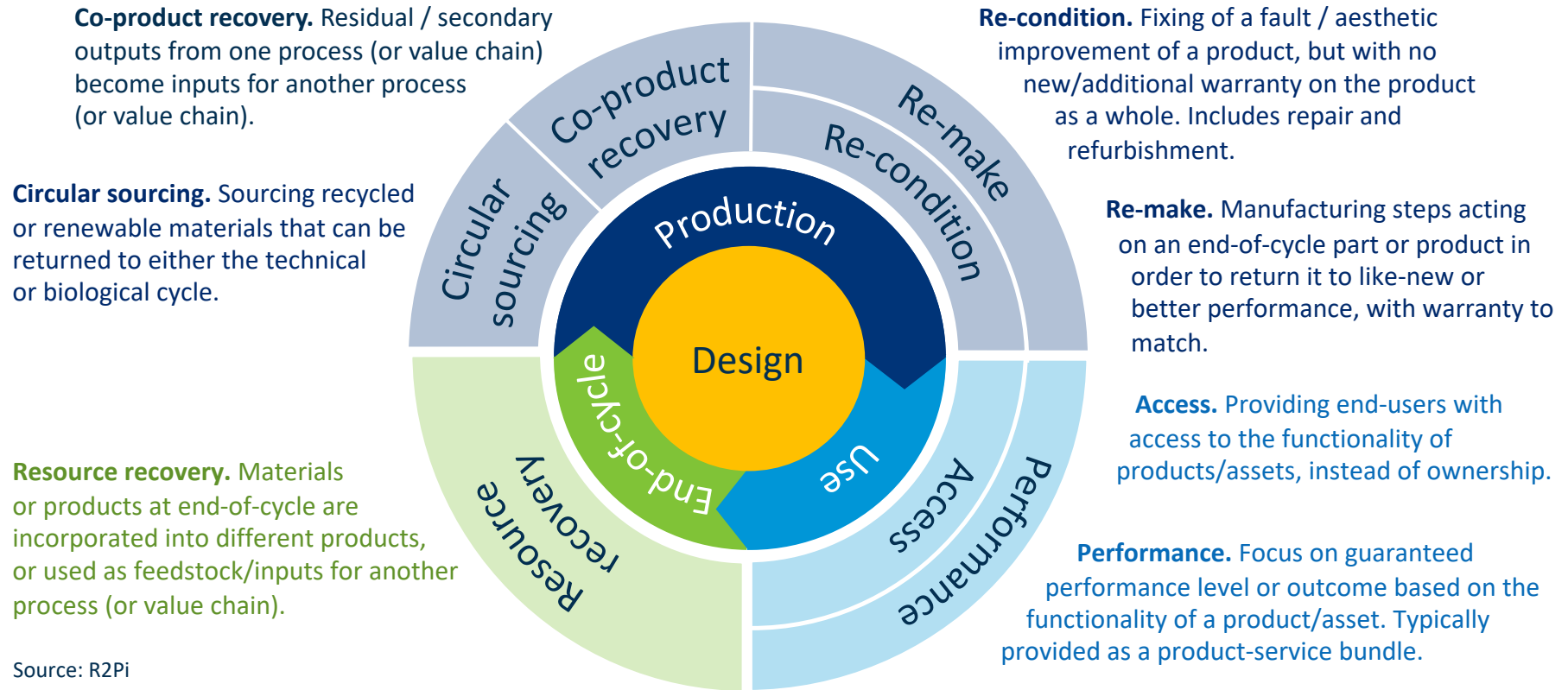


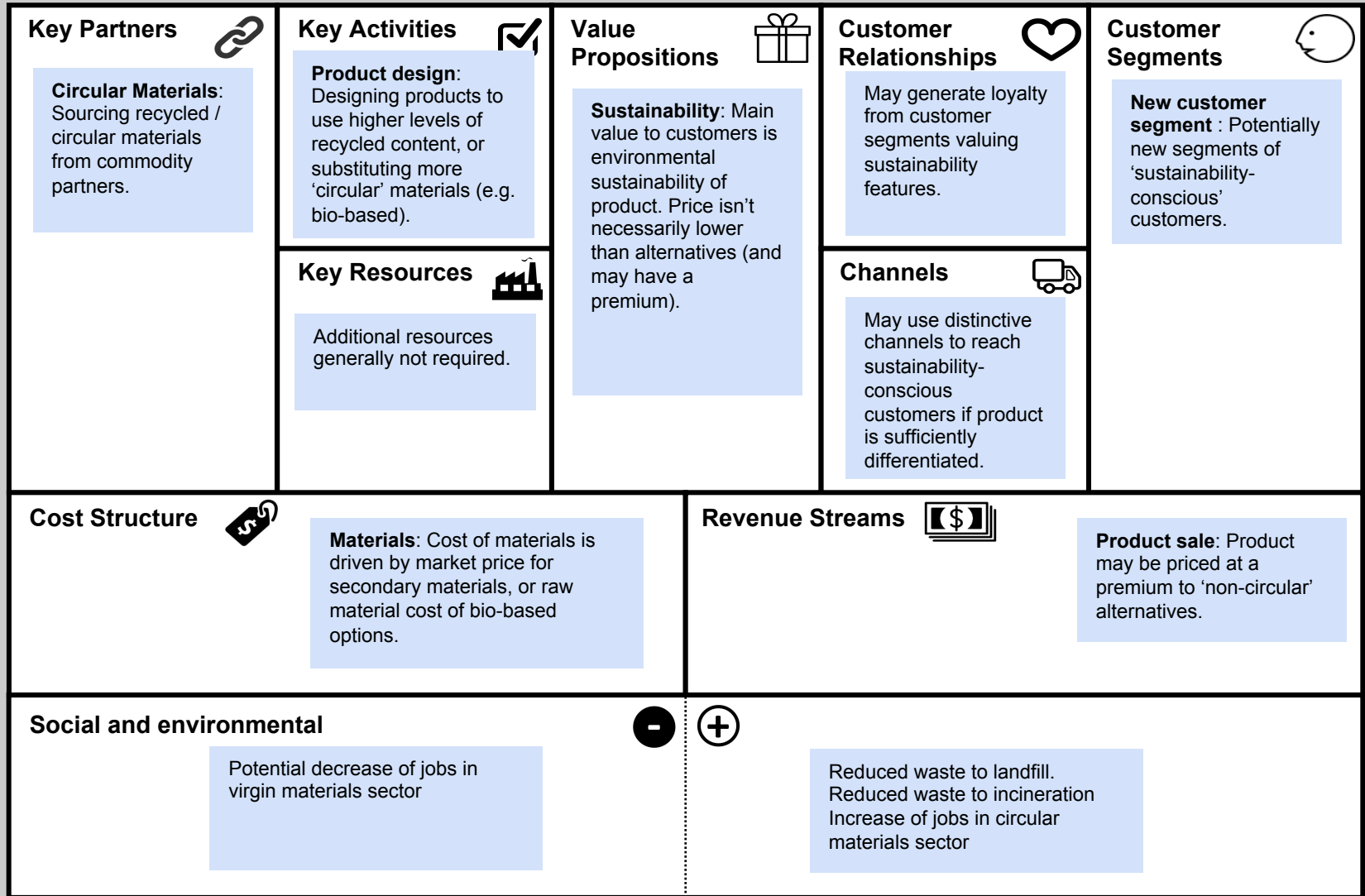
CIRCULAR BUSINESS MODEL (CEBM) PATTERNS



CIRCULAR SOURCING



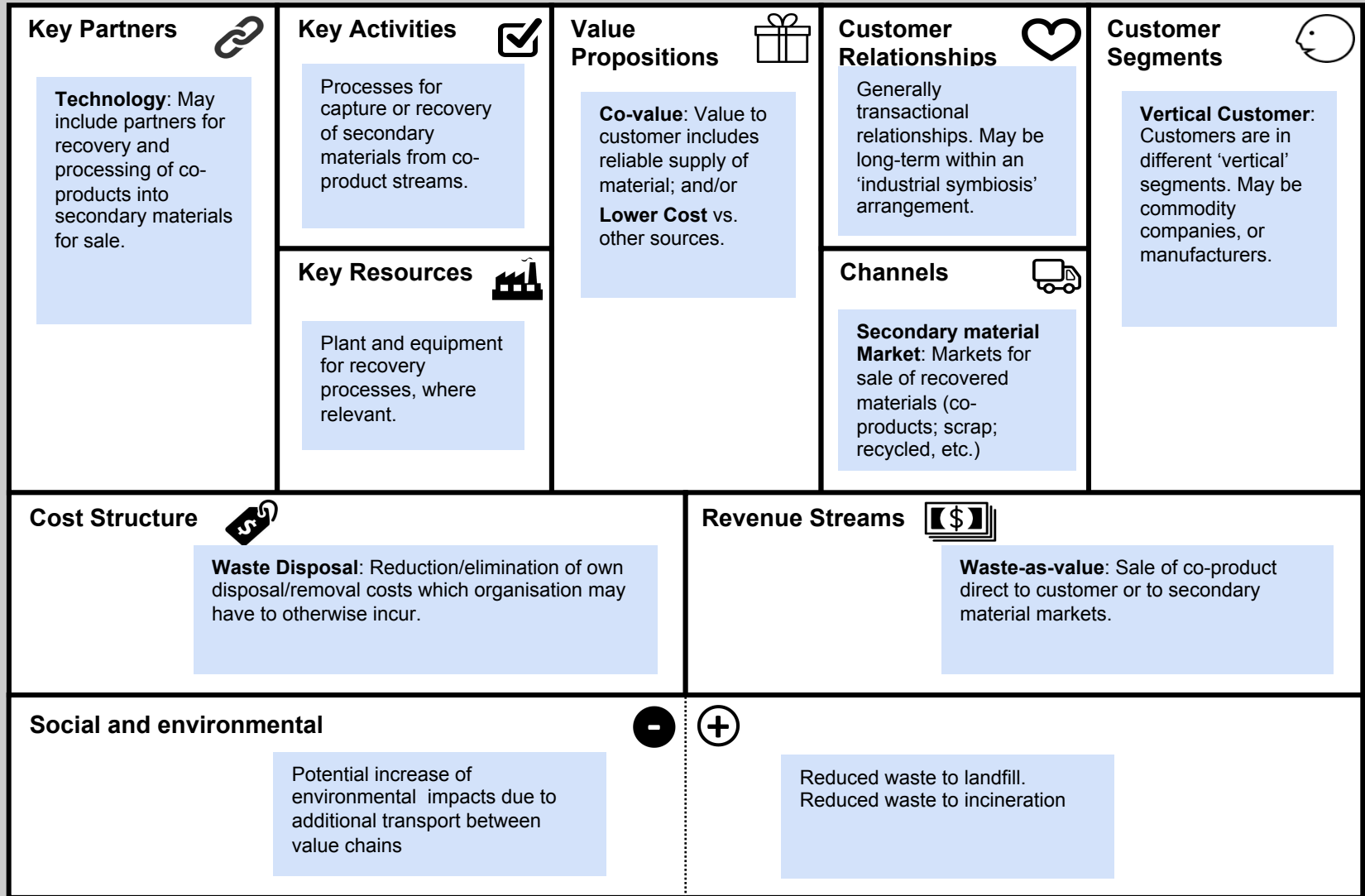
Sourcing recycled or renewable materials that can be returned to either the technical or biological cycle.



CO-PRODUCT RECOVERY



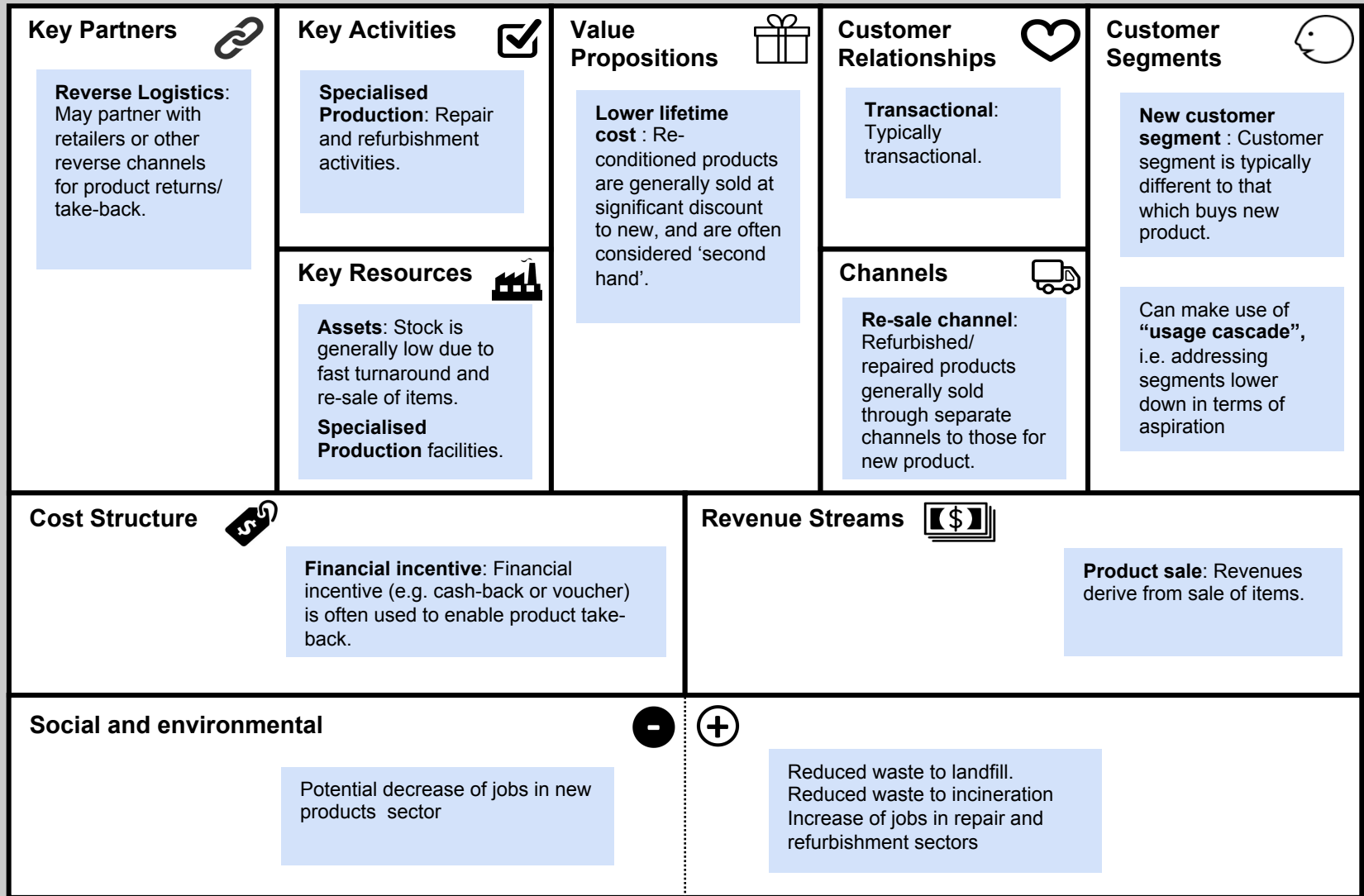
Residual / secondary outputs from one process (or value chain) become inputs for another process (or value chain).



RE-CONDITION



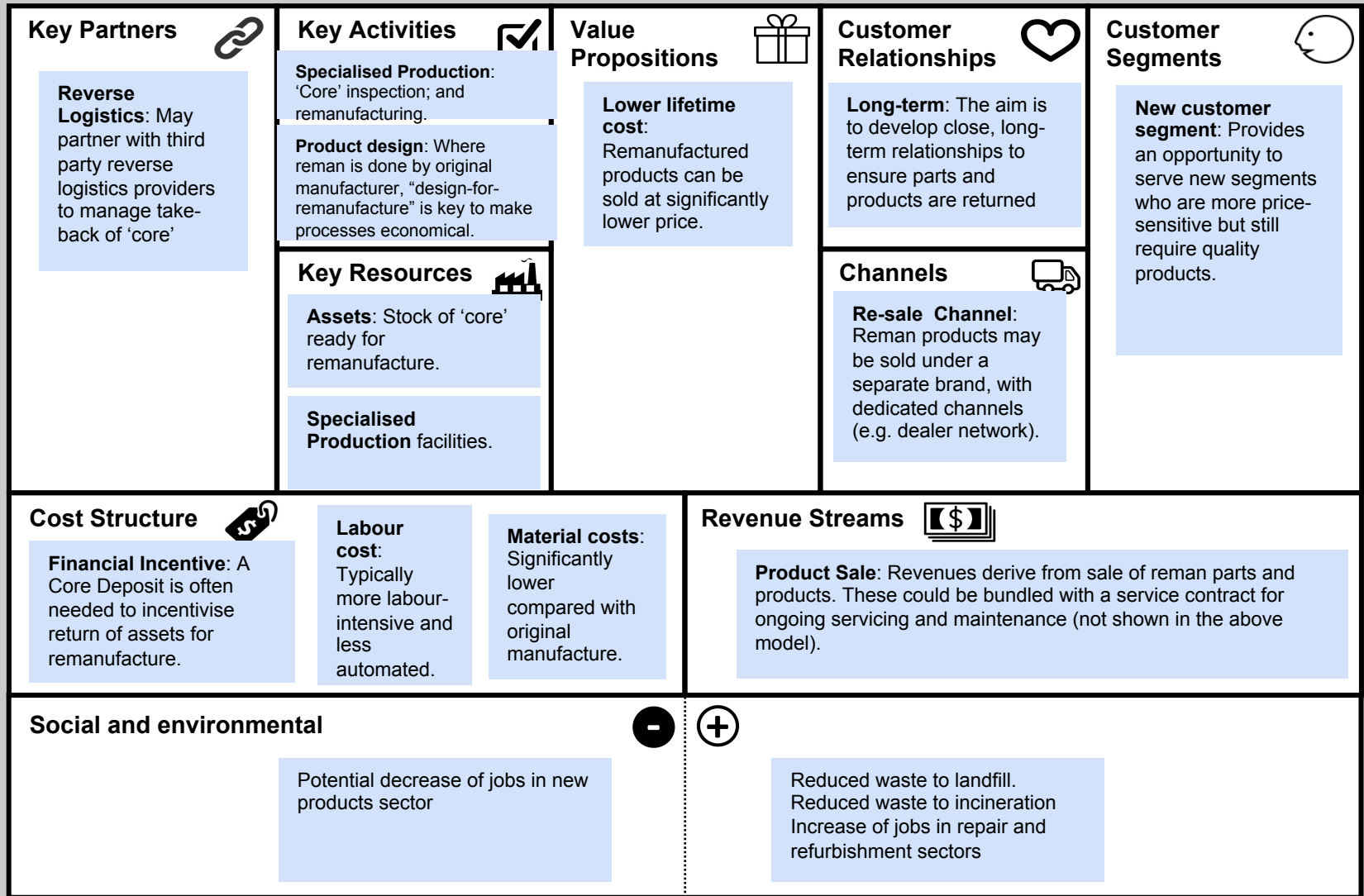
Fixing of a fault / aesthetic improvement of a product, but with no new/additional warranty on the product as a whole. Includes repair and refurbishment.



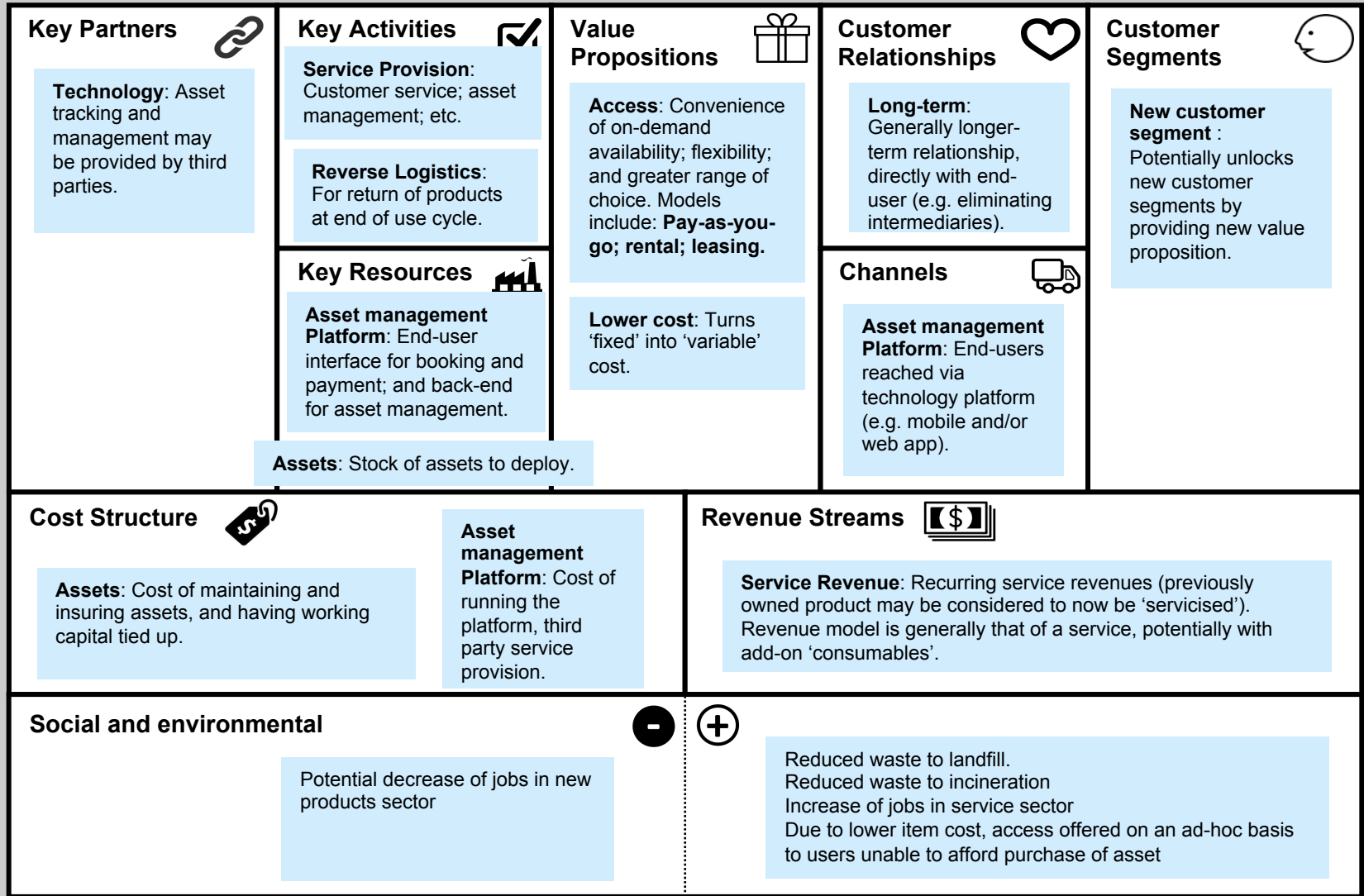
RE-MAKE (RE-MANUFACTURE)



Manufacturing steps acting on an end-of-cycle part or product in order to return it to like-new or better performance, with warranty to match.

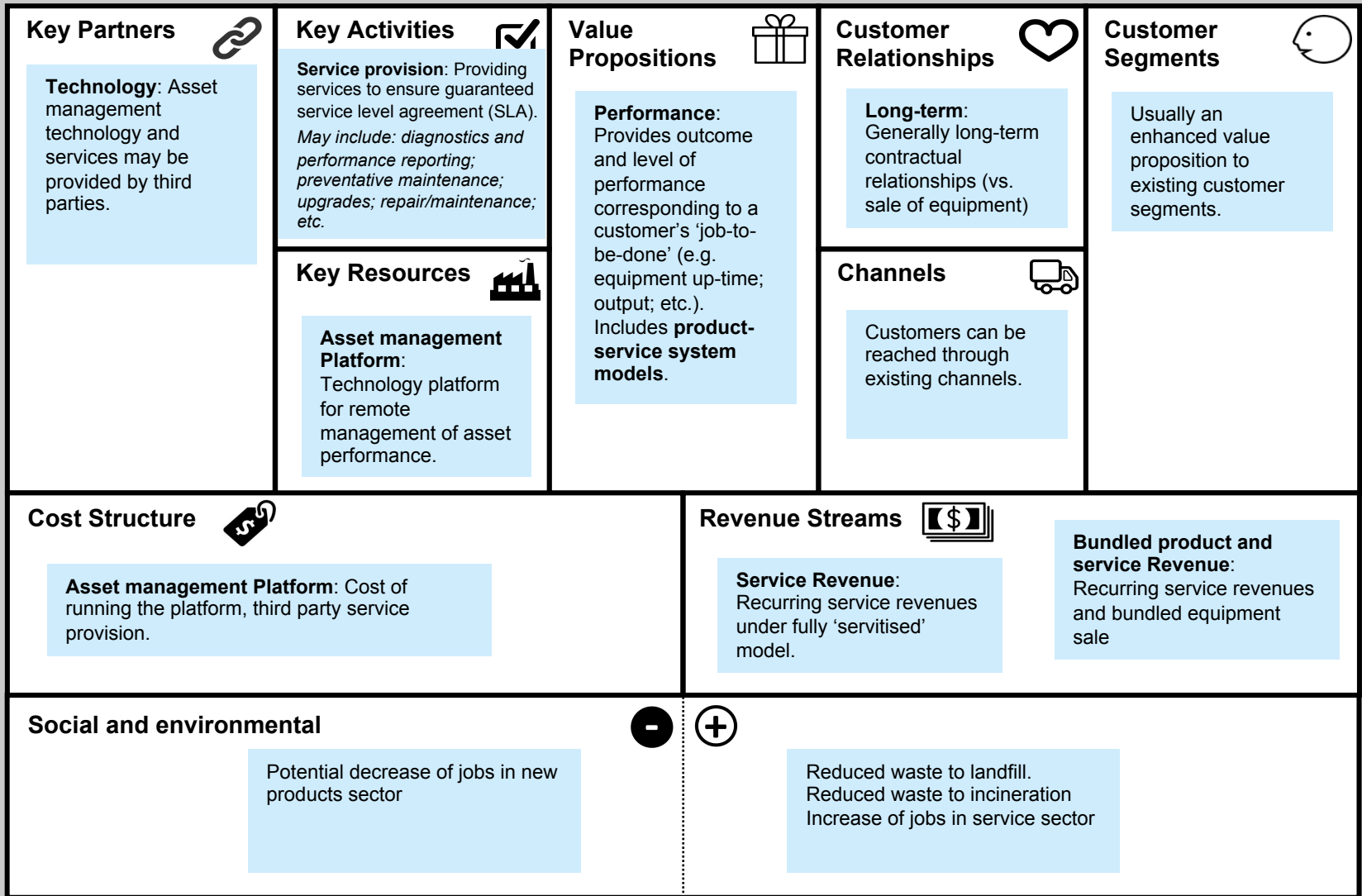


ACCESS



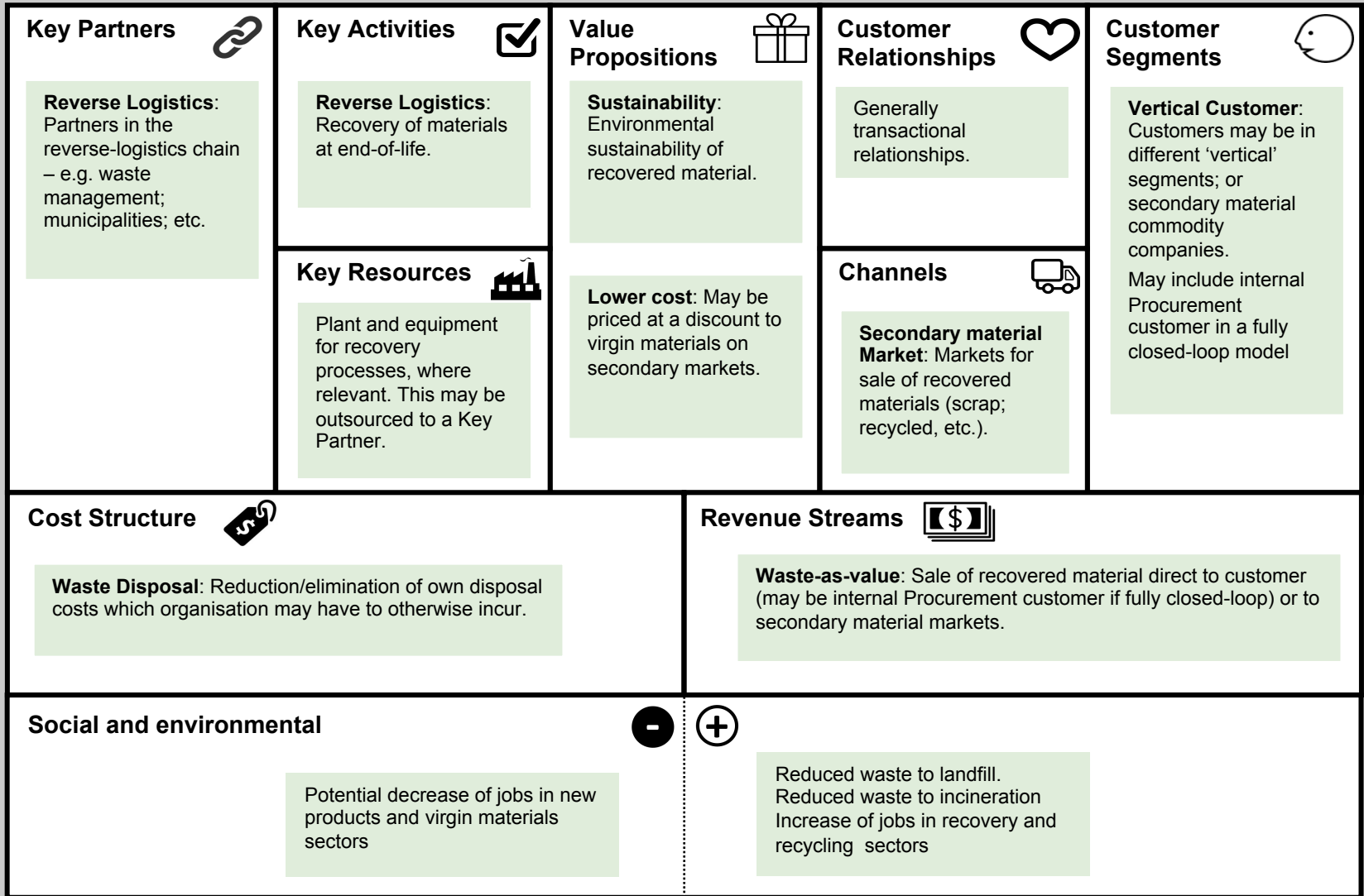
Providing end-users with access to the functionality of products/assets, instead of ownership.

PERFORMANCE



Focus on guaranteed performance level or outcome based on the functionality of a product/asset. Typically provided as a product-service bundle.

RESOURCE RECOVERY



Materials or products at end-of-cycle are incorporated into different products, or used as feedstock/inputs for another process (or value chain).