



Making Reuse a reality for the Built Environment

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PROBLEM

50%

50% of the world's materials are used in Construction, with up to 66% being wasted at end of life.

1.7x

1.7 Earths are needed to support humanity's demand on ecosystems, depleting resources unsustainably.

+ 1B

A billion additional people on our planet by 2025. 60% of the global population living in cities by 2030.

PROBLEM

€ Billions of Value is lost.

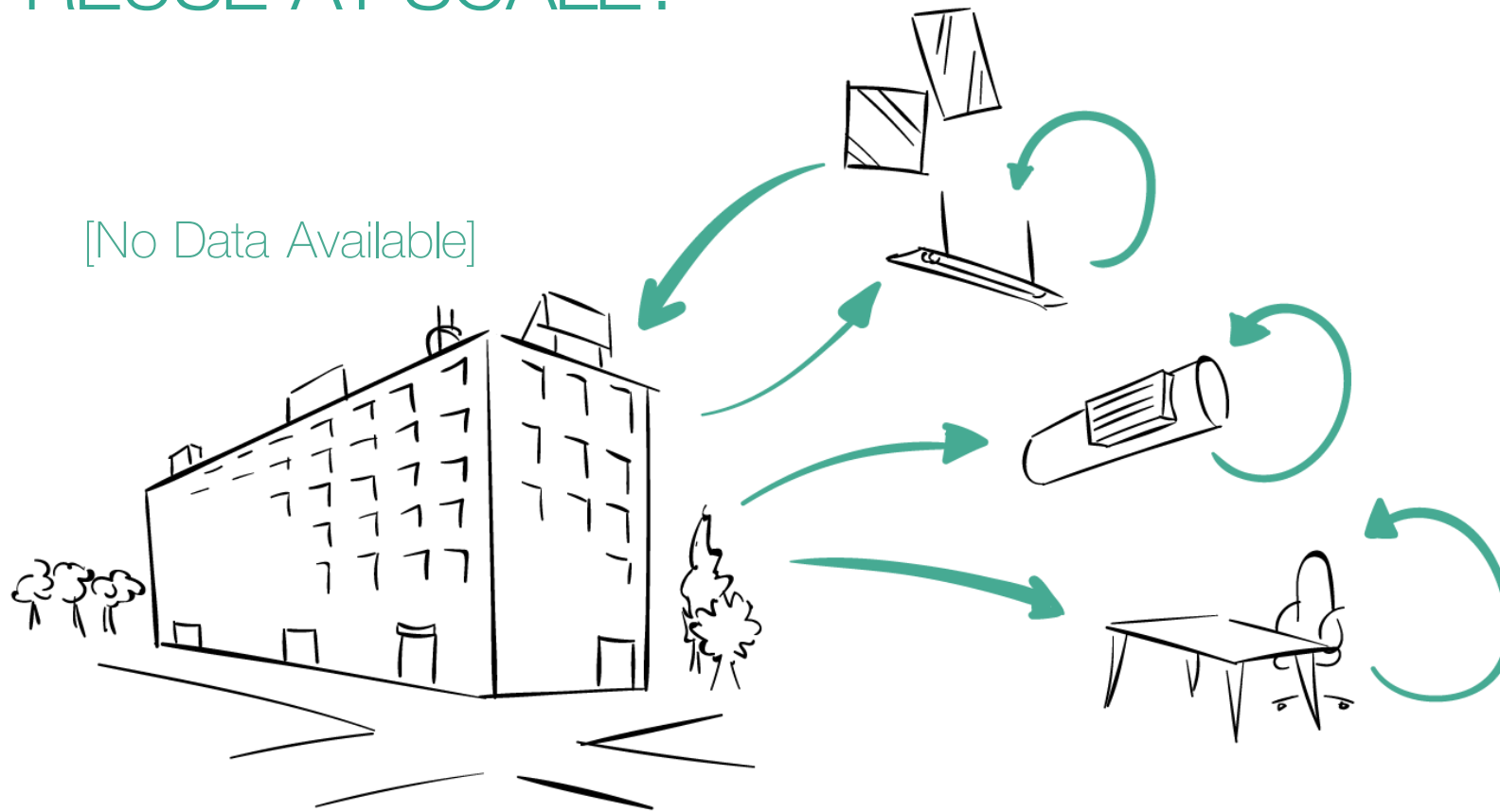
Each year, building components with high reuse-potential are **undervalued, down-cycled** or **processed as waste**, at the end of their **first** use.

No connection between the supply and demand of reusable materials

ROOT CAUSE

Lack of information on what is in our buildings

WHAT'S CURRENTLY PREVENTING REUSE AT SCALE?



- What
- When
- Where
- Trust
- Profile
- Value

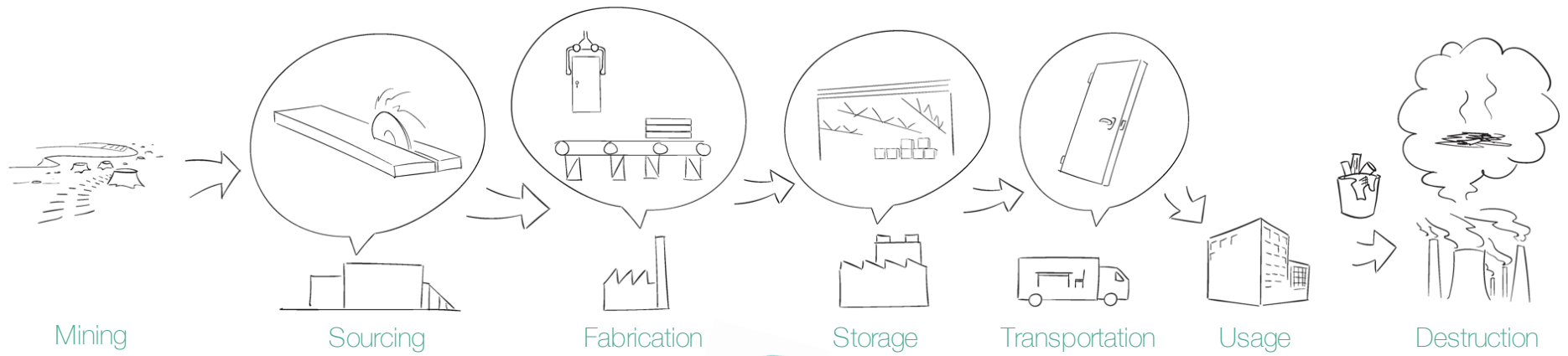
OPPORTUNITY

Our Mission.

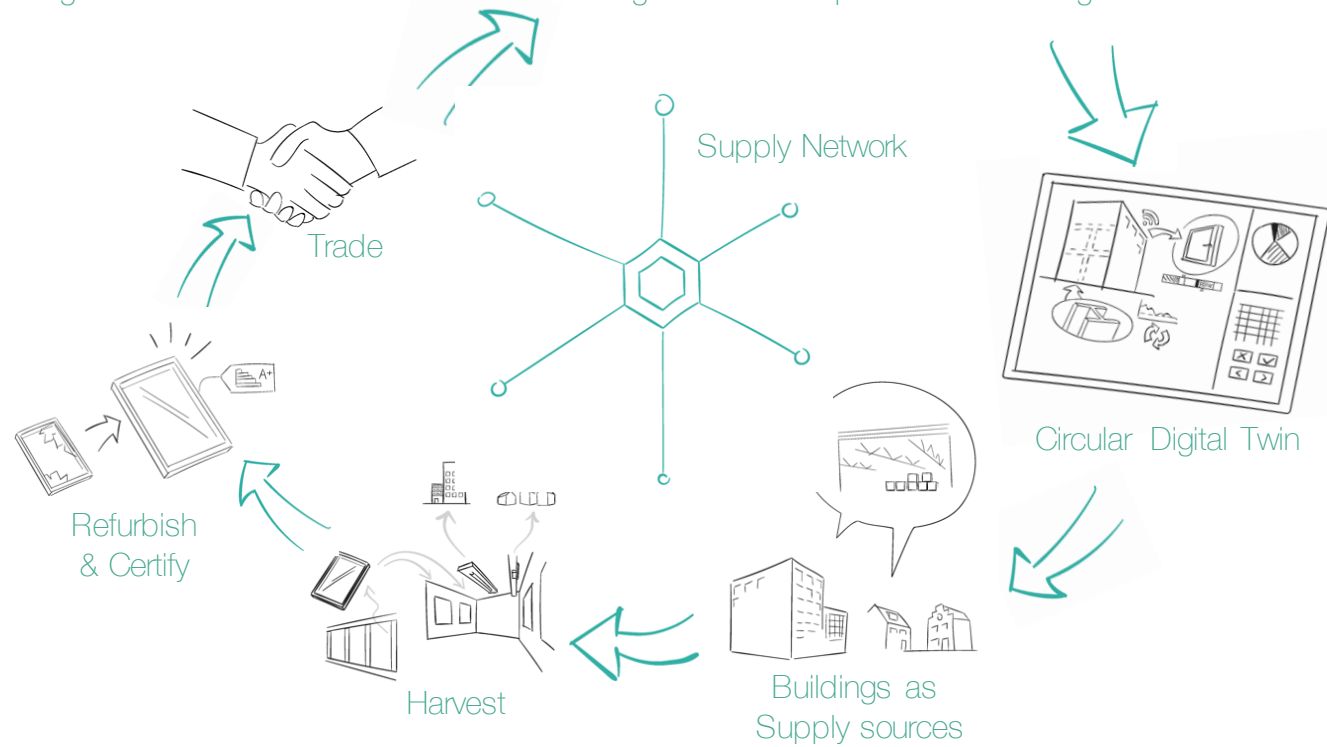
Facilitate a new ecosystem by creating a trusted supply network of reusable products with clear delivery times for the built environment.

Our Vision.

Make 100% Reuse Reality.



THE SHIFT FROM LINEAR TO CIRCULAR



THE SHIFT FROM 'CAN DO' TO 'MUST DO'

- 1 The Dutch Government has set milestones on the horizon.

Reduction in the use of virgin materials:

30% **by 2023**

50% **by 2030**

100% **by 2050**

- 2 The EU has released circular economy guidelines for the built environment.

A MULTI-SIDED PLATFORM



FOUNDING PARTNERS



Leading Dutch Contractor
with growing experience in
realizing circular building projects



Circular Economy and Digital
experience in industry platforms,
data analytics, supply chain and
business model innovation.