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Tom Gustafson practiced law in Florida for thirty years, was a Florida Legislator for fourteen years (and served as the Speaker of the Florida House of Representatives in 1988-1990), and has been conceptualizing and implementing advanced transportation systems for forty years. He is currently conceptualizing how to help Save Our South Florida principally through the implementation of three interwoven initiatives:

1. **MAKING SOME NOISE:** Arranging for sixty governments, businesses, and other entities to agree to undertake: i) energy conservation, renewable energy generation, freshwater conservation and supply, reduced wastewater production, and other mitigation/adaptation improvements; and, ii) Sustainability Reports that guide South Florida to zero waste and greenhouse gas (**GHG**) emissions by 2035.
2. **DEMONSTRATE WHAT CAN BE DONE BY THE PRIVATE SECTOR:** Develop zero waste and zero GHG emission Advanced Transit Oriented Developments (**ATODs**), inclusive of a very smart and shared distributed manufacturing facility (**VS2DMF**), linked via Smart Complete Streets (**SCS**) to community destinations and passenger rail or other rapid transportation stations, which are improved as Advanced Intermodal and Multimodal Stations (**AIMS**).

Such VS2DMFs will each house approximately twenty (20) or more start-up smart distributed manufacturing companies that produce “green”, environmentally supportive, climate neutral products, in a working environment that:

- Is zero waste and zero GHG emission and improved with energy conservation and renewable energy generation technologies and other components such that it has its own capacity to power the facilities needs and is improved such that it: conserves freshwater use; supplies 100% of the fresh water it requires; reduces its waste and wastewater to zero; to some significant extent grows food to serve the needs of its workers and guests; and, it is all respects at least climate neutral.
- Shared, advanced and robotic manufacturing technology and equipment such that these start-ups produce for the urban locale of each of the facilities the products used in a modern society on a day-to-day basis using the raw materials and recycled waste secured within a 100-mile radius of their respective urban centers
- Highly educational (i.e., both as to a general education and as to technical, advanced and Robotics-related, manufacturing processes)

The SCS will incorporate a smart resilient micro-grid (**SRM**), renewable energy generation, and significant energy storage capacities to power:

- Advanced LED streetlights, traffic signals, parking meters, multi-purpose transit stops

- Informed Traveler Program and Applications (**ITPA**)-like transportation guidance software and technologies to facilitate demand responsive, autonomous, low speed, electric, zero GHG emission, and zero waste community transit vehicles (**ITPA AVs**) that improve first and last mile transport of passengers, goods, and raw/recycled materials to rapid transport systems.
- ITPA AVs
- VA2DMF

Such transportation improvements collectively will constitute Fast and Slow Transformative Multimodal and Intermodal Smart Transportation (**FASTMIST**) in the context of a walkable, tree-canopied, resilient, sustainable, zero waste, zero GHG emission, productive, prosperous, safe, diverse, just, well-educated, largely self-sufficient, healthy, mobile, egalitarian, and at least climate neutral community that presents itself as a Regional Refuge that is designed for:

- Continuing human well-being
- Continued existence of life on Earth through resilience or through its capacity to migrate is residents without significant loss of life and personal or civic assets
- Biologic diversity: on and under the land surface of the globe; within the Earth's oceans, seas, gulfs, bays, estuaries, rivers lakes, streams and other water bodies on the planet; and in the near-Earth atmosphere

3. DEVELOP, MARKET AND DEPLOY CLIMATECHAMPIONS GAMES: See the funding to develop, market and deploy a genre of highly entertaining ClimateChampions (**C2**) Games which educate and motivate gamers to change their behaviors that cause global heating and the climate emergency. When developed and deployed, C2 Games can be used to broadcast to a billion game players what behaviors are required if we are going to win the C2 games and survive climates changes this century.

C2 games will need to be based on the best science available which is provided through the games eLearning modules and coupled, by-directional natural and human system models that drives game outcomes. It is expected that successful C2 game players will change their own behavior and consumption habits; that they become better at long-term thinking (i.e., by making short term decisions based on science-based predictable long-term outcomes) and achieve zero waste and zero GHG emissions by 2035. Such successful C2 players will also urge their families and friends to make the same kinds of changes in behavior. If even a small percent of the C2 game players move from the virtual world level of play to a real world level of play, they will be capable, with advanced travel guidance tools, to optimize the exercise of their rights to free speech, to assemble, and to petition government for the redress of grievances (see US Constitution Bill of Rights at <https://billofrightsinsstitute.org/founding-documents/bill-of-rights/> and similar rights as are expressed in the UN Universal Declaration of Human Rights at <https://www.un.org/en/universal-declaration-human-rights/>).

By such means, the C2 traveling gamers, beginning in 2020 and continuing to 2025, will help to change public policy to limit waste and GHG emission by 2035 so that the planet does not exceed 1.5oC global heating before it cools to more normative temperatures that humans have experienced over the last 10,000 years.