

Guidance to Instructors

Future Energy is a partnership of four people who want to create a co-operative together. Their vision is to create a legal entity with Founder, Employee (Labour), Customer (Users) and Investor members who each hold shares and have voting power that is exercised in General Meetings. They desire a workplace culture in which one-member, one-vote principles apply, but which also prevents power imbalances and demutualisation by ensuring special resolutions require a majority vote in every stakeholder group.

Ideally, you want a constitution with weighted voting as follows for ordinary resolutions.

Founder members (no vote).

Labour members – 35% voting power

User members - 35% voting power

Investors members - 30% voting power

For a special resolution, each member group (including Founders) would need secure a majority vote in favour in addition to 75% of all members voting in favour.

The instructors/facilitators should not participate directly in this role play. They can, however, act as the Evolutesix consultant to help founder members during their deliberations.

Instructors primary role is to facilitate discussion amongst members so they can deliberate effectively and reach an agreement.

Role Play Guidance (80 - 100 mins)

[If online, check in first]: 10 minutes (Name + location only, do not give further background)

[If face to face, no check in required]

---- Preparation ----

Welcome	5 minutes (Facilitator welcomes guests and explains the format)
How to Role Play	5 minutes briefing – LARP expert
Role Play Refresher	10 minutes (chance to re-check/re-read role play briefing documents)

---- Live Action ----

Founder groups discussions	30 minutes - divide into groups of four and debate the issues
Feedback	20 minutes – each group reports whether agreement was reached, and – if they did – why they chose their legal template.
General Discussion/Debrief	10 minutes

---- Closure ----

If online, participant check out 10 minutes