A cap on fossil fuel is needed

necessary to reach 2030 mobility targets

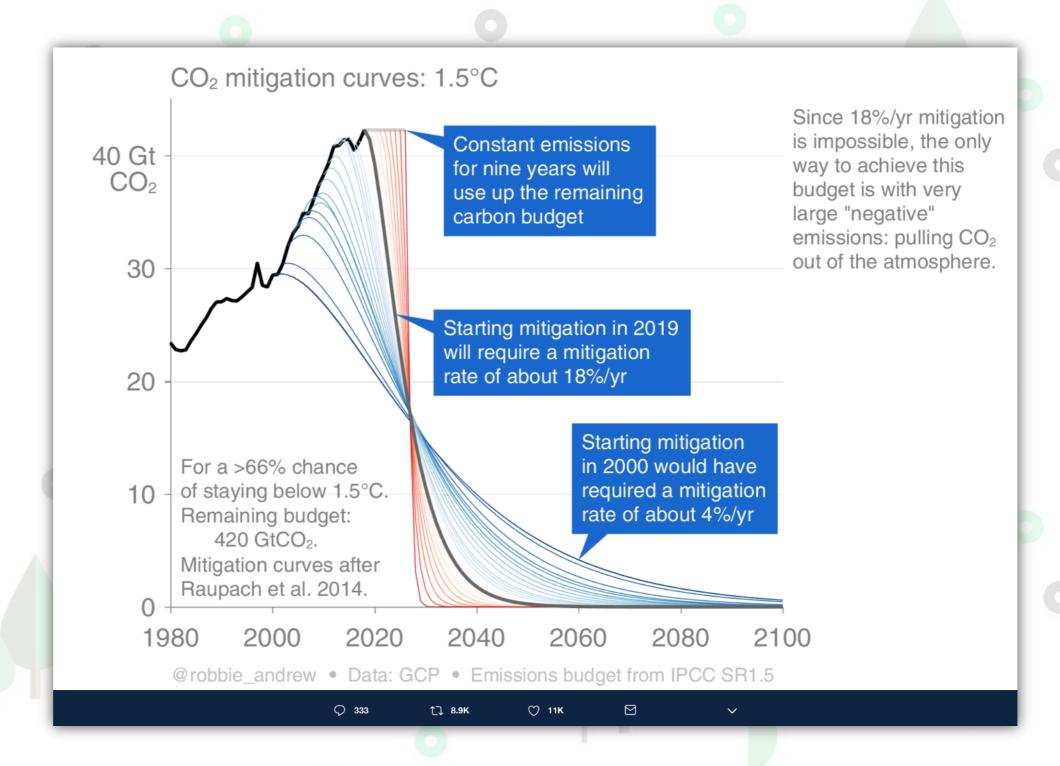
16 September 2020, Advanced Biofuels Conference, organised by Svebio

Eric van den Heuvel, Director PDB



The slower we start, the sooner we need to arrive...

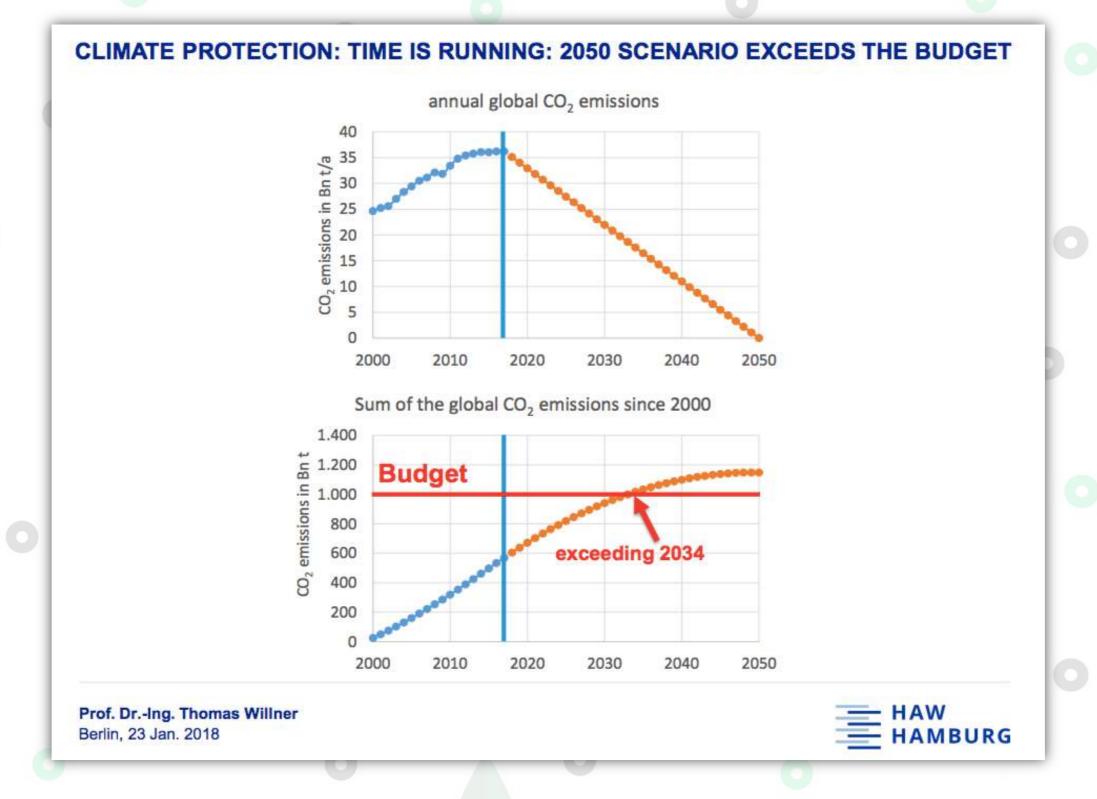
The remaining Carbon
Budget to limit
temperature rise above
1.5 or 2°C is depleted
quickly





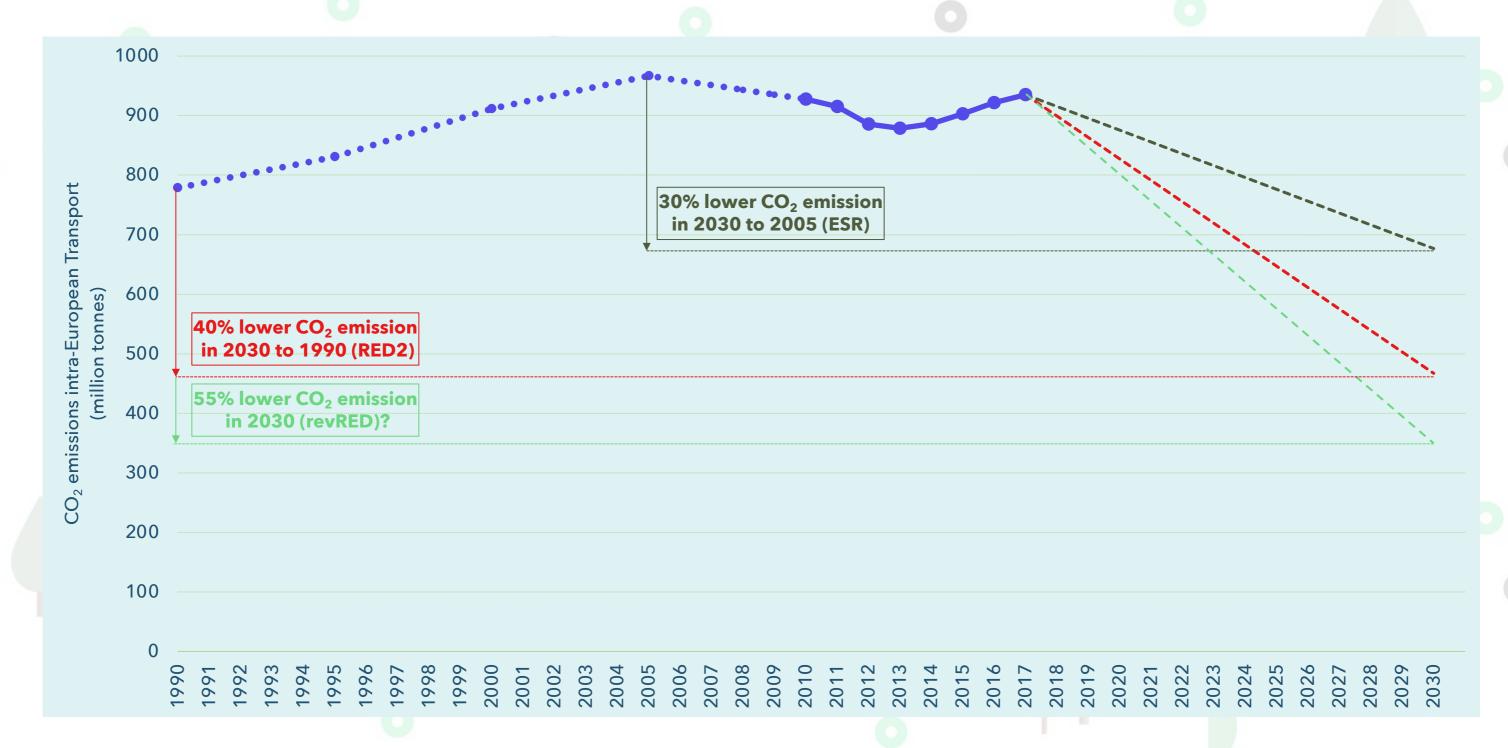


... to achieve climate neutrality



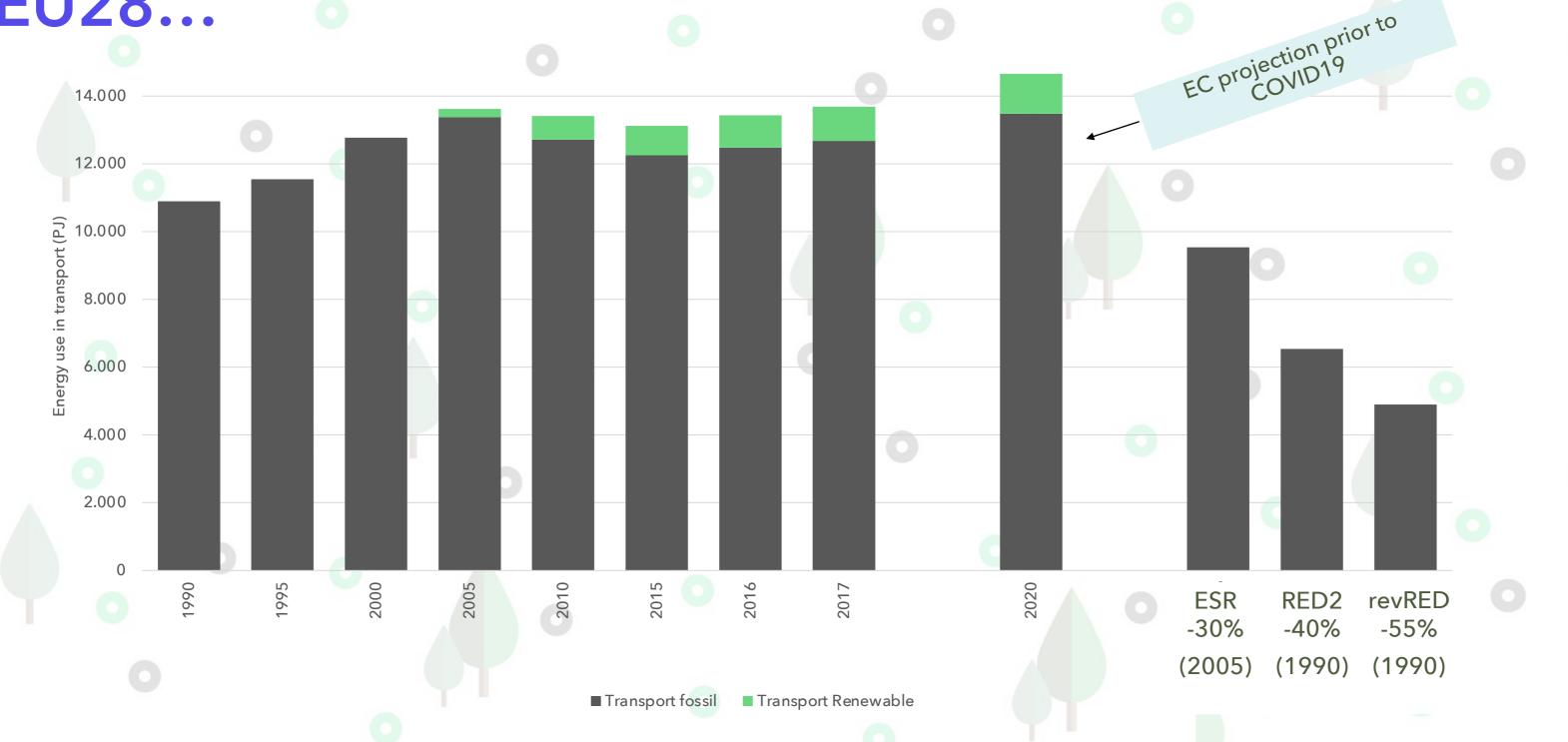


Development CO₂-emissions in EU28 in transport



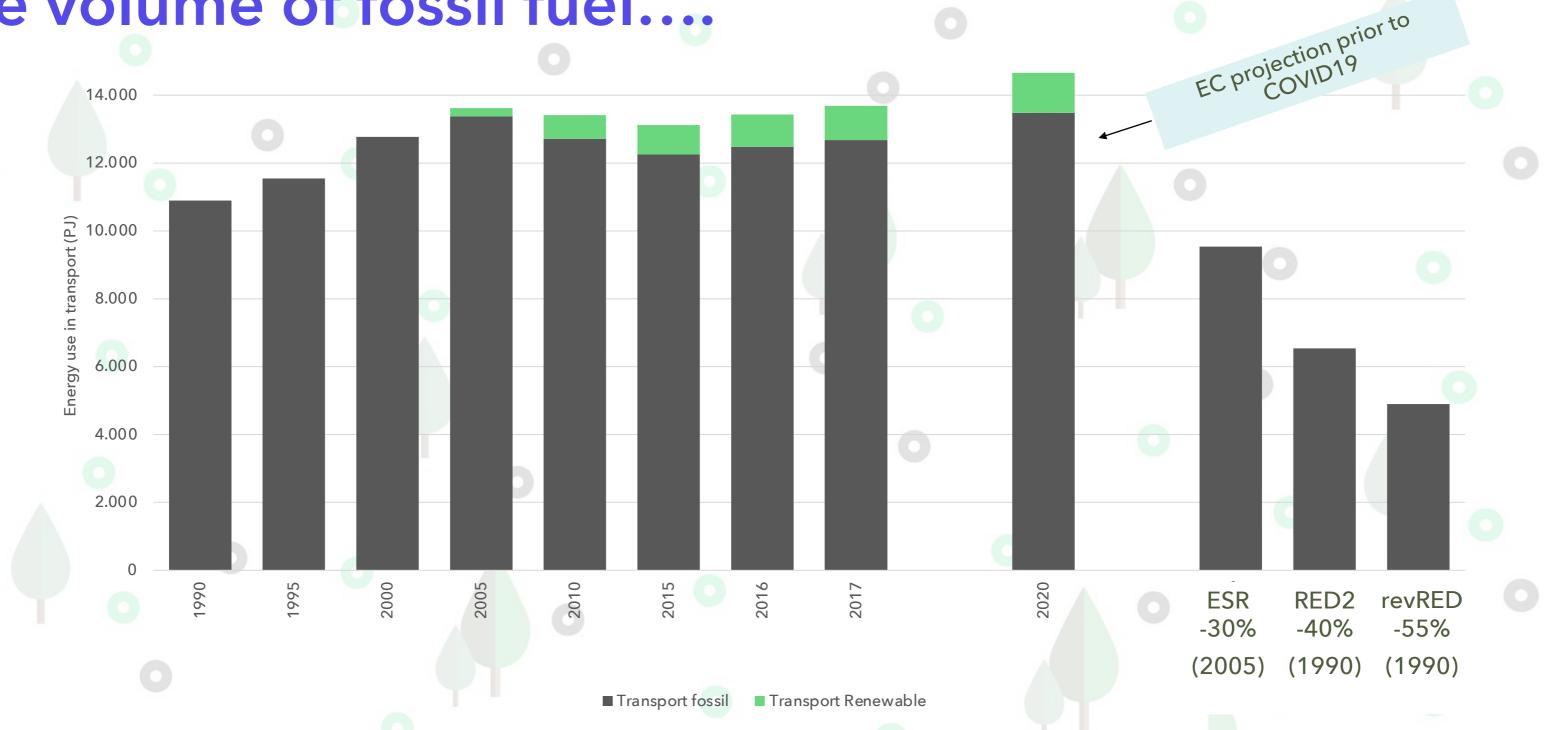


Development and projection of energy use in transport in EU28...



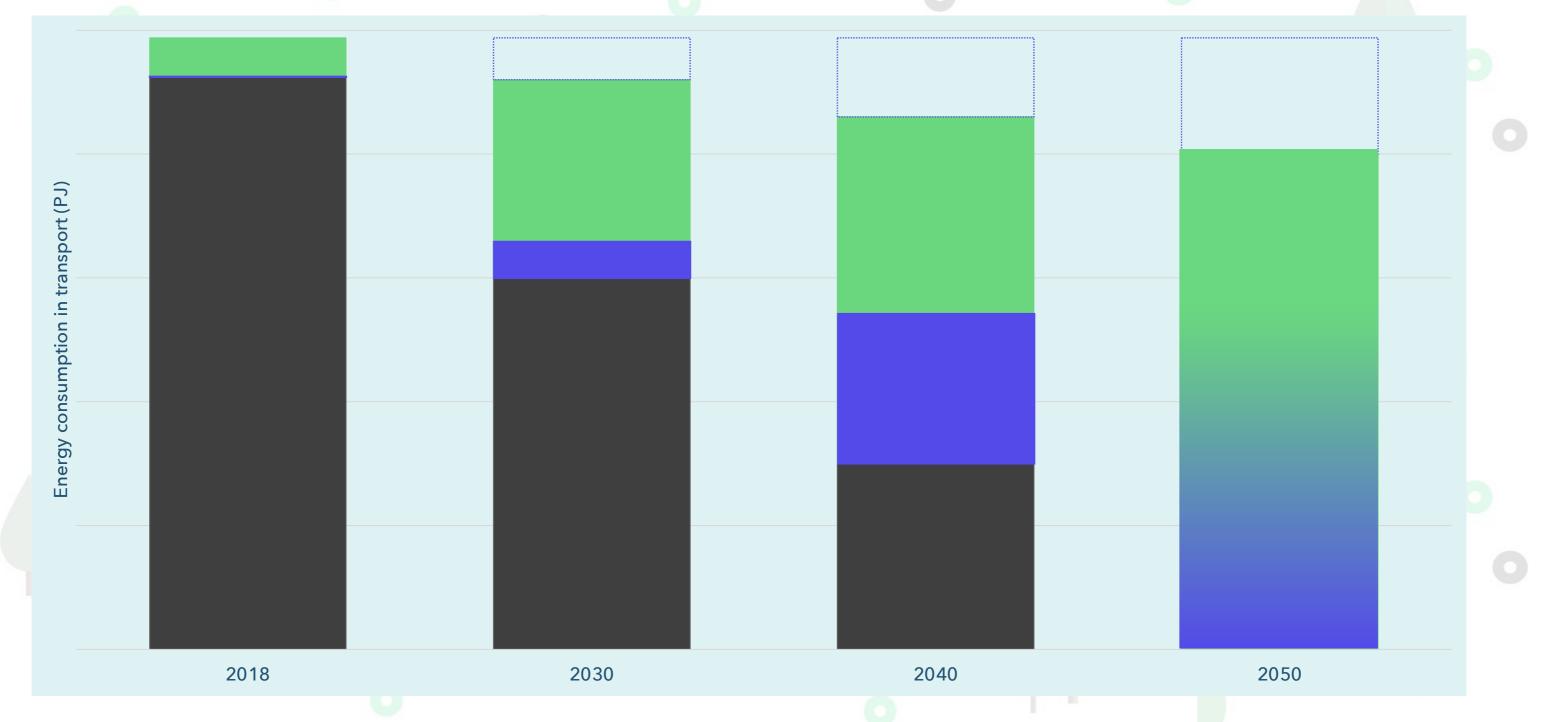


Increasing shares of renewable energy did not impact the volume of fossil fuel....





Instead of setting shares of renewable energy, instruments for absolute and decreasing limits of fossil are needed













Arguments for a limit on fossil:

- In 2030 use of fossil should be capped to max $2/3^{rd}$ of 2020 volume, and max $1/3^{rd}$ of volume in 2040, and zero by 2050
- The need for mobility in Europe is expected to remain
- The investment agenda for transport is clear for all actors:
 - Fossil will be faded out
 - An expanding innovation and investment agenda opens for all renewable energy and energy efficiency options
- Mobility needs will require, and thus boost, developments and deployment of renewable options - Electric Mobility and Renewable fuels will team up to find proper mobility solutions
- CO_2 -emission trajectory is clear for a long period of time, beyond 2030
- Several industry players have indicated and hinted to support such an approach



We need to shift from RED to FFD

- Current EU policy framework leaves fossil fuels 'untouched'. The mandatory shares are relatively low and leave even room for expansion of fossil fuels
- EU needs to change its focus:
- Current regulations seems to focus on emission at tail pipe and chimney.
 Regulations should support the shift to regenerative, biogenic resources
- How can we as national innovation platforms on renewable fuels in transport collaborate to make these shift reality?



