No Silver Bullet

Why a mix of solutions will achieve circularity in Europe's Informal Eating-Out (IEO) sector







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KEARNEY



- Source 100% of our primary guest packaging from renewable, recycled or certified materials by the end of 2025.
- **Drastically reduce plastics in Happy Meal toys** around the globe and transition to more sustainable materials by the end of 2025.
- By the end of 2025, implement global and local solutions across our business to advance the reduction, reuse or recycling of guest packaging, and help create demand for recycled materials.
- Ensure all primary guest packaging **is free from added fluorinated compounds** by the end of 2025.



Reusable Legislation in Europe



France

Reusable mandate for dine-in consumption from 1 January 2023. Single-use permitted for take-away.



Germany

Customer option for reusables for certain items across all order channels from 1 January 2023.



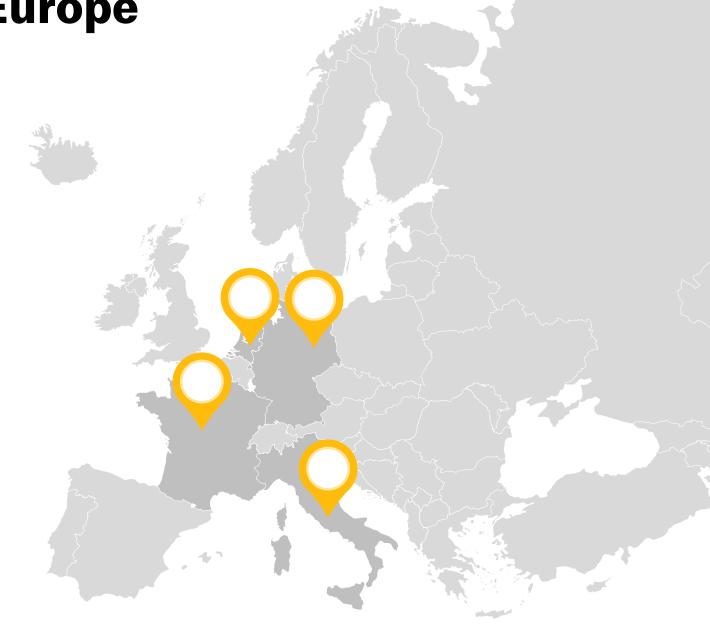
Netherlands

Reuse for certain items offered for takeaway or customer BYO from 1 July 2023 and reuse for certain items for dine-in from 1 January 2024.



Italy

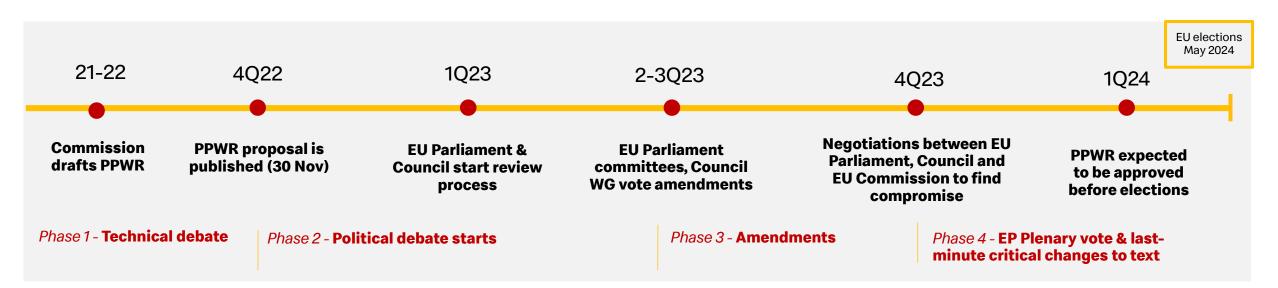
Double-down on fibre-based recycling innovations and collaboration.



Packaging and Packaging Waste Regulation

Proposed Requirements:

- Mandatory reusables for dine-in for cups & food containers from 2030.
- Ban on single-portion condiment packaging for dine-in from 2025.
- Off-premise reuse targets for hot/cold cups: 20% from 2030 & 80% from 2040.
- Off-premise reuse targets for food containers: 10% from 2030 & 40% from 2040.
- All packaging recyclable from 2030.
- Minimum recycled content for plastic packaging 35% from 2030 & 65% from 2040.





Informing the debate

Trade associations







+ national-level industry associations

Together for Sustainable Packaging Alliance





Kearney 'No Silver Bullet' report



No Silver Bullet

Why a mix of solutions will achieve circularity in Europe's Informal Eating-Out (IEO) sector



We solved for circularity, balancing environmental, economic, and consumer outcomes



Aims to support the European IEO sector's transition to circularity



Quantifies impact of different circularity models across economic, environmental, and consumer dimensions



Focuses on **consumer-facing packaging**, for both **dine-in** and **takeaway** consumption



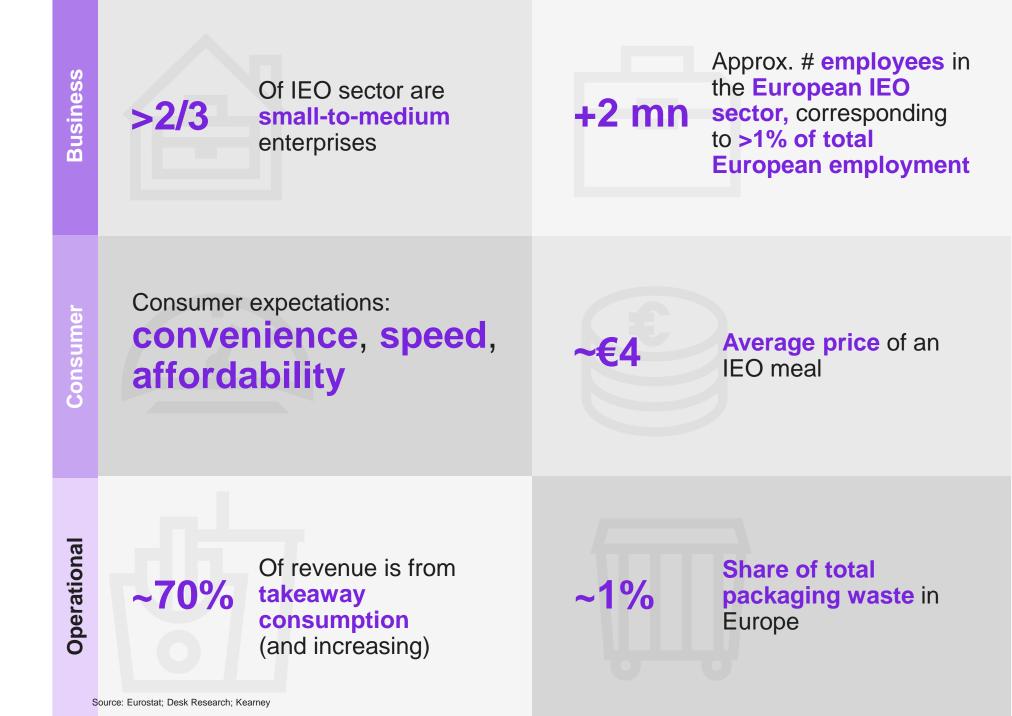
Based on public data sources, industry insights, and proprietary data and interviews



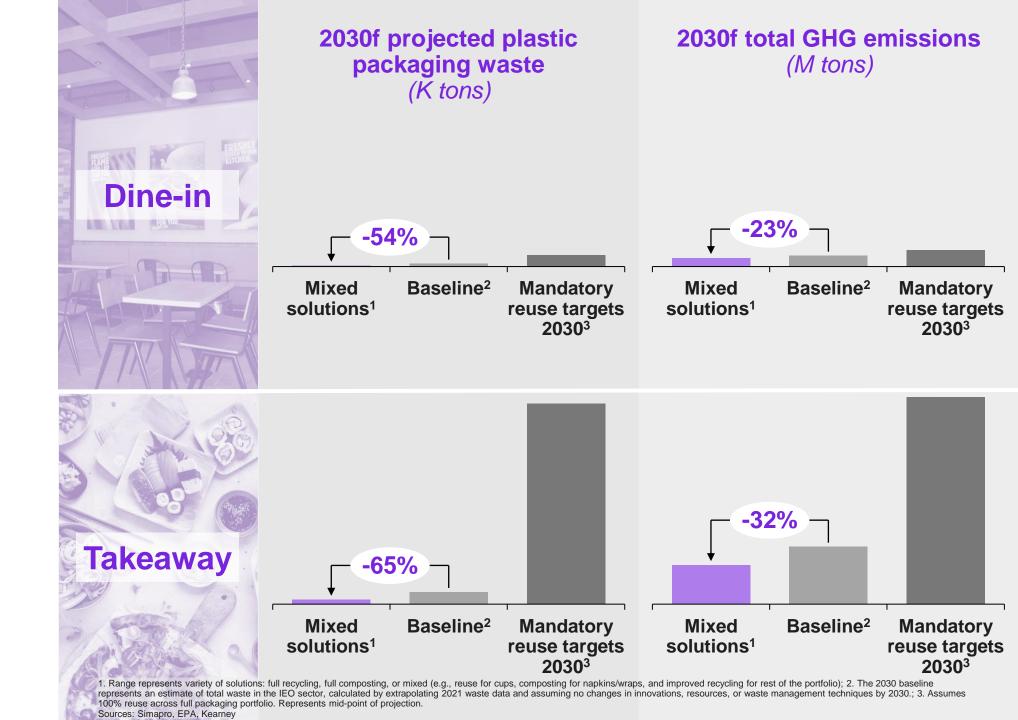
Commissioned by McDonald's, Kearney conducted the study independently and is solely responsible for all analyses and conclusions



The IEO sector plays a unique role in the European economy and has unique characteristics that needs to be taken into account



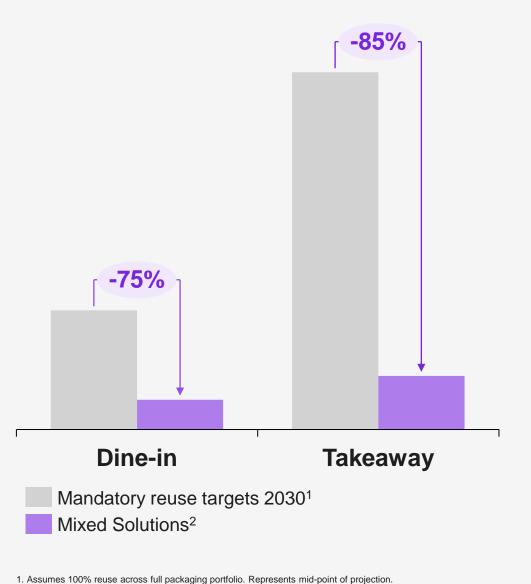
The best environmental outcomes are instead achieved from a mix of solutions...



... also, at a significantly lower cost versus single solutions like reuse

Example:

Upfront investments required to scale each circularity solution (EUR billion)



2. Range represents variety of solutions: full recycling, full composing, or mixed

1. Reduce/Replace

- Innovations in packaging design
- Infrastructure requirements to scale composting



2. Reuse

- Collection, washing/drying, transportation at scale
- Plastic packaging availability



3. Recycle

- Recycling innovation in collection and sorting techniques
- Acceptance of recyclable waste by MRFs
- Improved recycling rates



A combination of circularity solutions, tailored to consumption formats and trends, is required

Dine-in

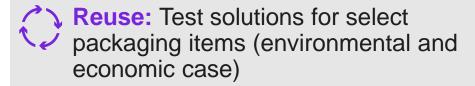


All circularity solutions play a role for dine-in:



Recycling: Prioritize scaling innovative solutions and infrastructure

Composting: Explore solutions for select packaging materials (food contaminated/low quality)



Takeaway



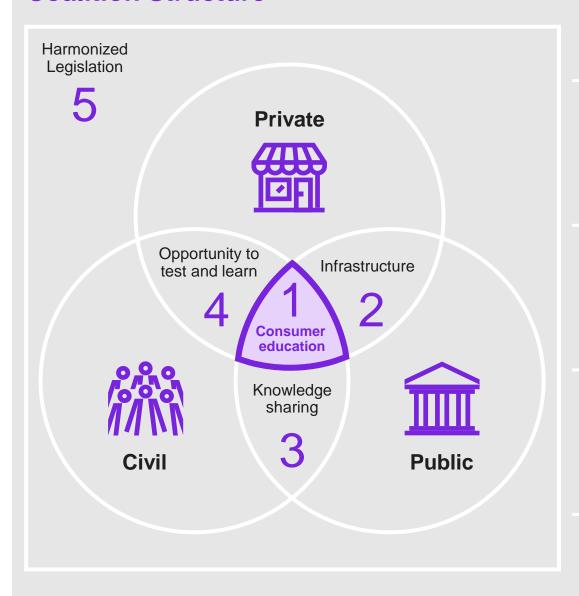
Scaling recycling and composting solutions – high potential for takeaway:

Reuse should not be implemented, driven by:

- Negative environmental impact
- High upfront investment and operating costs
- Negative impact on consumer experience

A multistakeholder coalition is required to deliver this combination of circularity solutions

Coalition Structure



Consumer Education:

- Encouraging circular consumer behaviors
- Streamlining systems across sectors
- Science-based narrative

Infrastructure:

- Developing circular infrastructure, off-premises, at scale
- Incentivizing circularity through policy

Control Con

- Developing a common language for circularity
- Establishing best practices

✓ Test & Learn:

- Drive innovations
- Offer testing environments
- Incentivize the right consumer behavior

Harmonized Legislation:

- European-level legislation defined prior to member-state legislation
- Harmonization at member-state level (avoidance of fragmentation)

Thank you











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