

DESERT VIPERS

SEASON 4 PEOPLE & PLANET REPORT

JULY 2026



COMMENTS



FROM THE CEO, PHIL OLIVER

"I'm proud to share Season 4's People and Planet Report, which is the culmination of a lot of hard work by the entire team. This season, there's been a step change in our approach to sustainability by fully integrating people into our sustainability strategy, with the social impact results clear to see. Our planet work has continued at full speed, with new partners bringing energy and a fresh perspective to where we can make a positive difference. Finally, we have made our work more robust by setting up our Sustainability Governance Board and holding the first of our meetings, which has allowed all departments of the team to align on the same page and accelerate our impact. I hope you enjoy reading about all this in the report."



FROM THE BUSINESS SUSTAINABILITY LEAD, BEN HARDY-JONES

"This season's People and Planet Report brings together the best of our work into one sustainability report, including social impact valuation for the first time, and merging our plastic and carbon footprints into one umbrella of environmental impact. The expanded report has allowed us to bring our work to life through case studies and examples, which we hope will inspire others to take action. We look forward to building upon this in Season 5 and the Global Super League, as we continue Playing with Purpose for People and Planet."



CONTENTS

04	Season 4 Key Stats
05	Awards
07	People Spotlight 1: The Desert Vipers Schools Programme
08	People Spotlight 2: Corporate Cricket
10	People Spotlight 3: The Desert Vipers Talent Pathway, Powered by Balqis Capital
12	Carbon Footprint
14	Planet Spotlight 1: Reducing Our Impact on the Planet
16	Planet Spotlight 2: The 2025 UAE-India BioBlitz, Powered by Styrex Fuelre4m
17	Planet Spotlight 3: The Season 4 Desert Vipers Sustainability Match
18	Governance
20	Looking Ahead
21	Sustainability Partners
22	Glossary
23	Appendix

SEASON 4 KEY STATS

PEOPLE

17,147

People engaged in
Community Programmes

AED 13.74 M

Social impact value
generated

11.8 : 1.0

Social Return on
Investment ratio

PLANET

665.1 tCO₂e

carbon footprint for
Season 4

27.2%

decrease in carbon
footprint versus Season 1

55.4 tCO₂e

emissions per match

12 kgCO₂e

per fan attended

641 SPECIES

identified in the 2025
UAE-India BioBlitz

1,490 KG

plastic footprint

87.5%

of all plastic made from
recycled materials

77.6%

decrease in plastic
footprint versus Season 1

GOVERNANCE

1

Sustainability
Governance Board

3

Sustainability
Governance Board
meetings

6

members on the
Sustainability
Governance Board

AWARDS

NEW – SEASON 4

WINNERS



SHORTLISTED



LIFETIME

WINNERS



SHORTLISTED

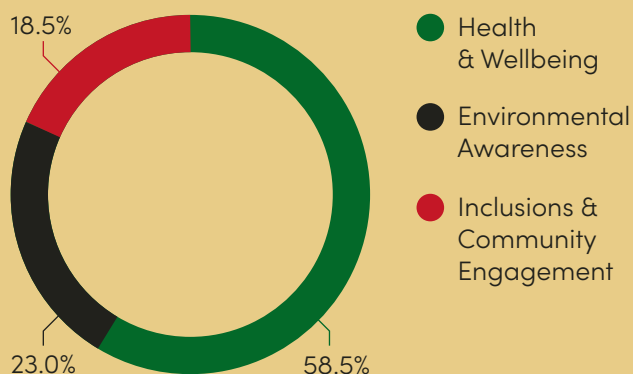


SOCIAL IMPACT

SUMMARY

SEASON 4'S SOCIAL IMPACT VALUE GENERATED WAS AED 13.74 M, WITH VALUE GENERATED ACROSS THREE CORE PILLARS.

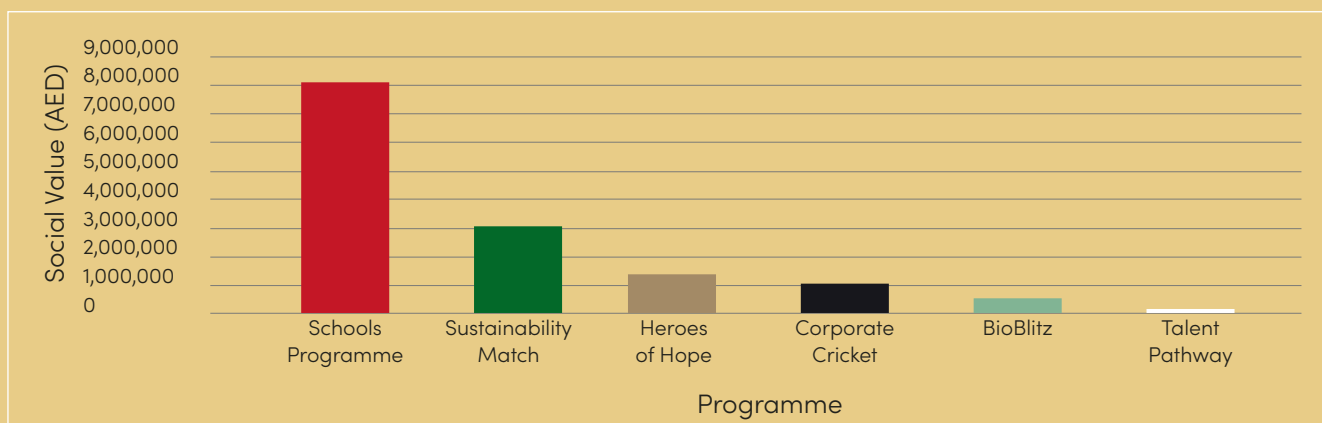
SEASON 4'S SOCIAL IMPACT



SEASON 4 DESERT VIPERS' COMMUNITY PROGRAMMES HAVE GENERATED A SOCIAL VALUE OF AED 13.74 M, DELIVERING A SOCIAL RETURN ON INVESTMENT (SROI) OF 11.8 : 1

Value was generated through Desert Vipers' Community Programmes, which, in Season 4, included:

- The Desert Vipers Schools Programme
- The 2025 UAE - India BioBlitz powered by Styrex by Fuelre4m
- The Desert Vipers Talent Pathway powered by Balqis Capital
- Corporate Cricket
- The Season 4 Desert Vipers Sustainability Match
- In addition, Heroes of Hope sessions, which Desert Vipers supported, were included



REPORTING SCOPE

Desert Vipers measures its social impact against UAE Government Objectives and UN SDGs. For full transparency, a breakdown of the inputs into the social impact calculation are shown in the Appendix.

PEOPLE SPOTLIGHT 1:

THE DESERT VIPERS SCHOOLS PROGRAMME

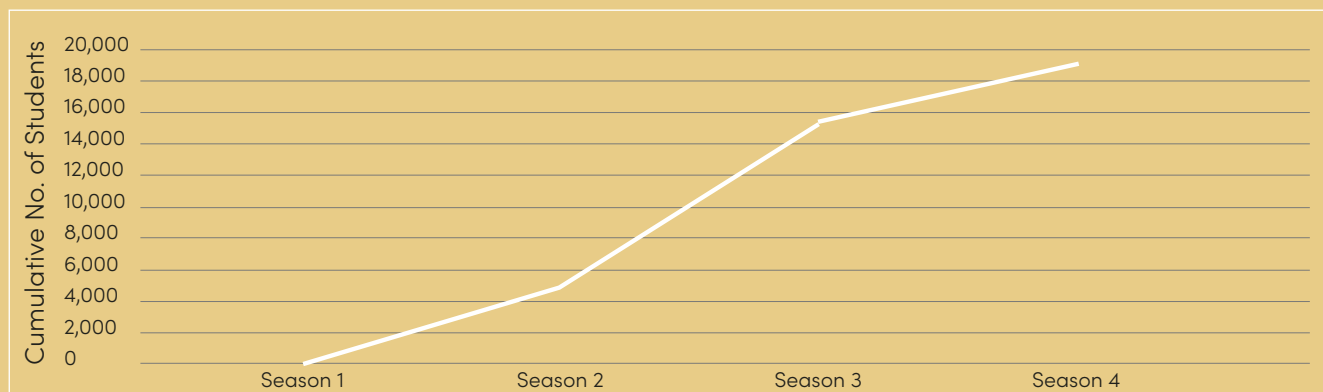
In Season 4, the Desert Vipers Schools Programme continued to make cricket accessible for school students across the UAE. During the 2025–2026 academic year, the programme reached **38 schools**, across **69 sessions**, and provided **108 hours of engagement** with **3,733 students**.



While overall delivery numbers were lower than Season 3 due to external factors (e.g., school closures in Term 3), the programme still achieved a significant impact, generating **AED 8.00m** in social value in Season 4 across Health & Wellbeing, Inclusion & Community Engagement, and Environmental Awareness. The new ability to measure the social value of the Schools Programme provides a stronger evidence base for understanding how the programme contributes beyond sport, supporting healthier lifestyles,

inclusive participation, community connection, and awareness of sustainability.

In addition, during periods when in-person sessions were not possible, the team adapted by exploring online engagement with schools, ensuring that students could continue to benefit from cricket-led learning, sustainability education, and wellbeing-focused activities, which has generated new ideas and ways of engaging with students.



Since Season 2, the Desert Vipers Schools Programme has reached 18,483 students across 120 schools, delivering more than 564 hours of cricket coaching and development activity. This cumulative impact reflects the programme's continued commitment to using cricket to create accessible, engaging and meaningful opportunities for young people across our communities.

Looking ahead, the programme aims to engage more schools across the UAE and wider GCC, using cricket as a platform to build confidence, teamwork, and resilience, whilst strengthening sustainability awareness among young people. A key priority is to increase female student engagement, ensuring that more girls have access to safe, inclusive, and inspiring opportunities to participate in sport. The programme also aims to create more shared experiences between schools through cricket-led community activations, encouraging wider participation & stronger connections beyond individual sessions in the UAE Year of Family.

THANKS TO OUR SEASON 4 SCHOOLS PROGRAMME PARTNERS:

PEOPLE SPOTLIGHT 2:

CORPORATE CRICKET

In Season 4, Desert Vipers have grown and expanded our corporate cricket programmes, increasing our positive reach within the communities we serve.

MENTAL FITNESS SESSIONS WITH OUR EDUCATION & WELLBEING LEAD

Sanj Sandhu, Desert Vipers' Education & Wellbeing Lead, provides workshops on mental fitness for employees of our Partners, other businesses, and schoolchildren. Taking inspiration and tips from Desert Vipers' players, Sanj breaks down the steps to increase mental fitness, helping people to improve performance and wellbeing.

In Season 4, Desert Vipers educated 435 people from 12 organisations, resulting in a social impact of AED 0.97m.



WORKFORCE DAYS OUT AT DESERT VIPERS HOME MATCHES

Free block booking tickets were provided for staff of Desert Vipers' Partners at our home matches in Season 4, enabling their staff to enjoy time off whilst watching their favourite world-class stars. Across the season, we gave away 6,000 tickets to the staff of Desert Vipers' Partners – 1,300 of these tickets were distributed for the Sustainability Match, in addition to 100 tickets for Community Impact Partners and BYTE Inclusive Affairs, who support People of Determination and their families. Many of these fans were experiencing live cricket for the first time in an international stadium.



PEOPLE SPOTLIGHT 2:

CORPORATE CRICKET

DONATING PLAYER-WORN KIT

As part of our commitment to reducing waste and ensuring that no usable kit is sent to landfill, the Desert Vipers collect surplus kit from players, coaches, and staff at the end of each season.

In Season 4, we redistributed approximately 200 items of kit to Ellington Properties, our back-of-shirt sponsor, to members of their workforce in the UAE. This initiative supported the reuse of high-quality team apparel while delivering practical value to people who would benefit from wearing it.



WHAT'S NEXT? NEW OPPORTUNITIES AT OUR HOME, JA THE RESORT

With the completion of two, new, state-of-the-art cricket ovals at JA The Resort, Desert Vipers' Team Hotel, we are excited to work with JA Sports to provide corporate cricket days at this facility. These corporate cricket days will create opportunities for businesses to strengthen team connection, wellbeing and engagement through the power of sport.



PEOPLE SPOTLIGHT 3:

THE DESERT VIPERS TALENT PATHWAY, POWERED BY BALQIS CAPITAL



The **Desert Vipers Talent Pathway, powered by Balqis Capital**, is a comprehensive player development programme designed to identify, nurture and accelerate the progression of young cricketers from their first experiences in the game through to elite and professional cricket environments.

As the official development pathway of the reigning DP World ILT20 champions, the programme provides aspiring players with access to world-class coaching, structured development opportunities and a clear performance pathway aligned to the standards of the professional game.



The pathway offers a progressive framework across all stages of development. Built upon the core principles of excellence, opportunity and long-term player development, the programme focuses on enhancing technical, tactical, physical and psychological skills while fostering the values of professionalism, resilience, leadership and respect.

Through strategic partnerships with schools, clubs, community organisations and cricketing stakeholders, the Desert Vipers Talent Pathway aims to create meaningful opportunities for players across the UAE and wider region, supporting their ambitions both on and off the field.



Powered by **Balqis Capital**, a private credit firm, the pathway reflects a shared commitment to investing in young talent, creating sustainable development opportunities and inspiring the next generation of cricketers to realise their full potential. We are looking forward to continuing to grow the Pathway in Season 5, welcoming new boys and girls and improving the skills of those continuing the Pathway.

During the season, **44 players** were part of the Desert Vipers Talent Pathway, which generated an estimated social value of **AED 0.11 m**. The pathway supports young players by providing structured opportunities for cricket development, progression and wider personal growth.



ENVIRONMENTAL IMPACT

CARBON FOOTPRINT

SEASON 4'S CARBON FOOTPRINT WAS 665.0 TCO₂e, WHICH IS 27.2% LOWER THAN SEASON 1'S BASELINE FOOTPRINT OF 913.4 TCO₂e, AND 10% LOWER THAN LAST SEASON'S FOOTPRINT OF 735.2 TCO₂e. HOTEL STAYS MADE UP 42.5% OF THE FOOTPRINT, FOLLOWED BY TRAVEL (36.4%), STADIUMS (19.2%), AND KIT (1.5%).

HOTEL

Hotel-based emissions, despite being the highest contributor to our carbon footprint, have notably decreased by **10.4%** versus Season 3. This was due to the reduction in usage of gas and significant reduction in emissions from waste, which was primarily driven by the update to the emission factor resulting in a **78%** reduction versus Season 3.

TRAVEL

Season 4's overall travel-based emissions reduced by **26.4%** versus Season 1, but had a slight increase of **2.7%** versus Season 3 due to the improved data collection methods resulting in an increase in fan travel emissions by **47%**. Switching to hybrid cars resulted in a reduction of the team's ground travel emissions by **22%** versus Season 3.

STADIUM

Emissions from stadiums also decreased versus Season 3 by **18.8%**, going down from **157.4 tCO₂e** to **127.7 tCO₂e**. This was achieved through a reduction in overall electricity consumption and a significant **71%** reduction in emissions from Air-Con coolants.

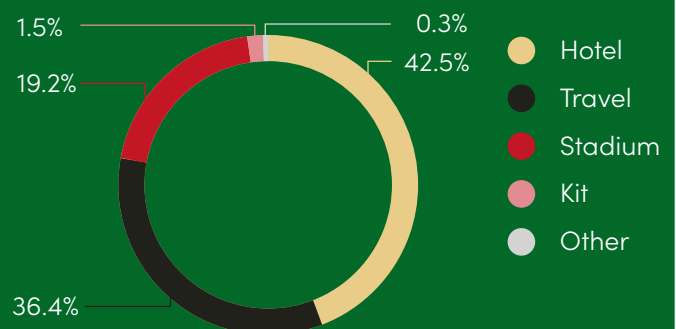
KIT

The decrease in Season 4 emissions was primarily driven by kit-based emissions. From **25.5 tCO₂e** in Season 3 to **10.1 tCO₂e** in Season 4, kit-based emissions had a decrease of **58.6%** and a **83.2%** reduction versus Season 1.

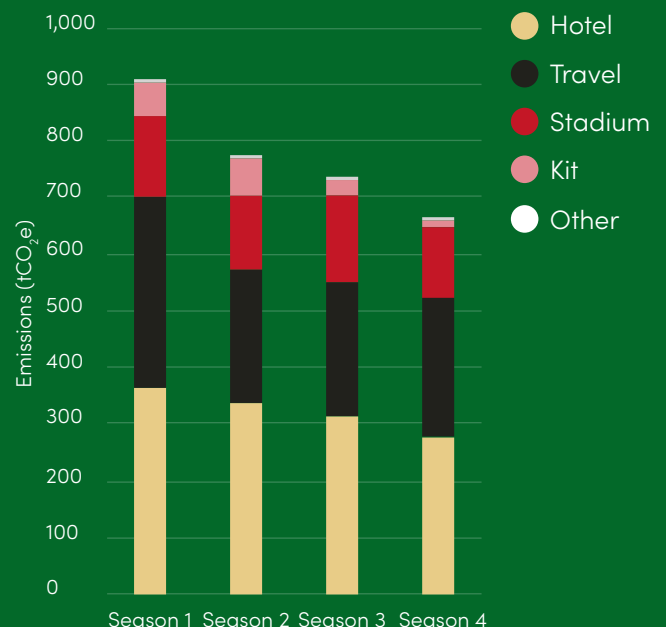
OTHER

Work from home electricity, and some miscellaneous items resulted in a small amount of emissions. The decision to purchase items that were more sustainable, reusable and ordering based on requirement maintained the emissions with a marginal increase of **3.29%** versus Season 3.

IMPACT BREAKDOWN



SEASONAL CHANGES ACROSS AREAS

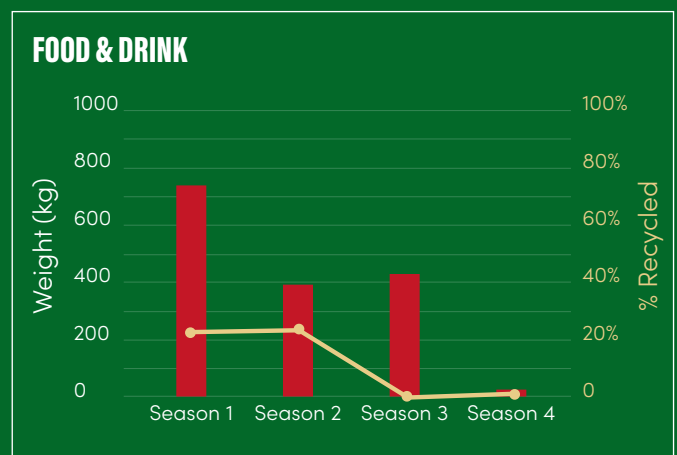
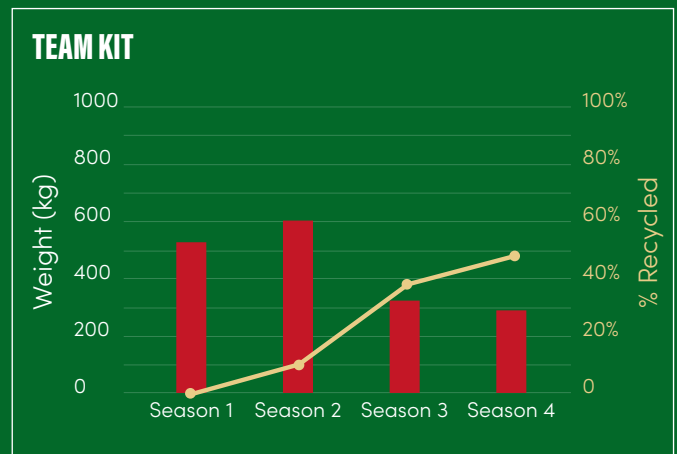
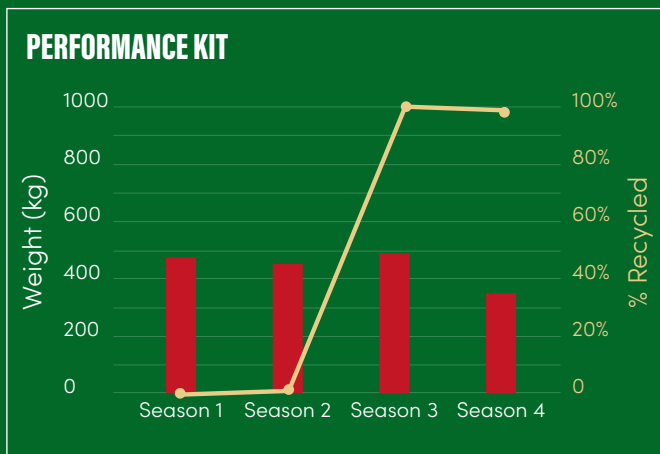
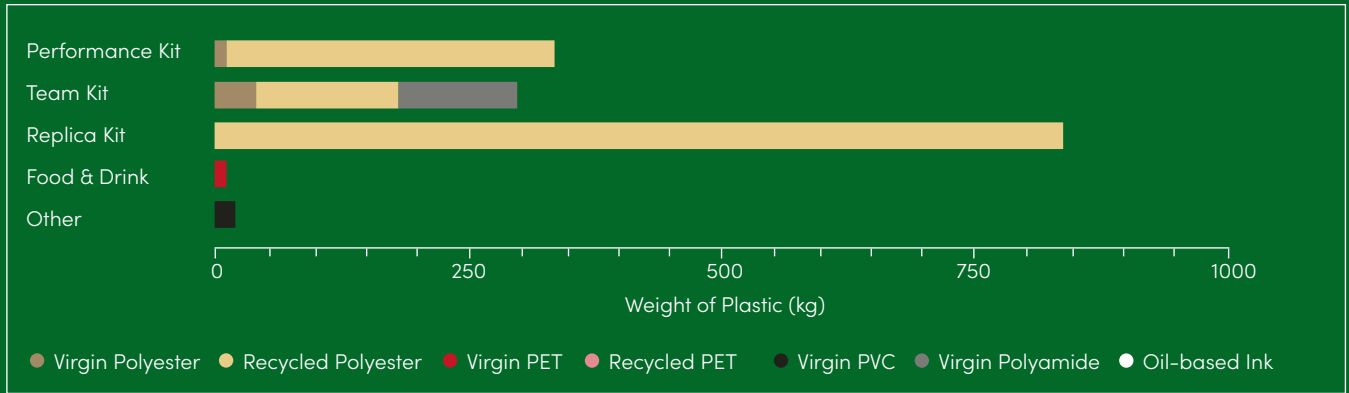


REPORTING SCOPE

Desert Vipers attempts to take accountability for all areas of its operations (including those that many sports organisations don't report on, such as replica kit and fan travel). However, difficulties in receiving data from suppliers mean that some footprint sources are estimated, and a minor number of sources are missing. For full transparency, a breakdown of which emissions sources are included and their accuracy in each season is shown in the Appendix.

PLASTIC IMPACT

Our Season 4 plastic footprint was 1,490 kg – a 77.6% reduction versus Season 1’s baseline of 6,651 kg, and 68.4% lower than Season 3’s footprint (4,715 kg). Replica Kit had the largest share at 56.4%, followed by Performance Kit (21.9%), and Team Kit (19.9%). Other materials accounted for 1.3%, while Food & Drink was less than 1%



Season 4’s reduction was mainly due to a substantial decrease in Replica Kit, as we gave away fewer items (3,503 kg in Season 3 to 841 kg in Season 4), resulting in a reduction of 76%. Food & Drink was also cut to 7 kg from 405 kg (98% reduction). This was achieved by replacing PET bottles with Tetrapak through our partnership with Aqualy. Performance Kit decreased from 457 kg to 327 kg (29% reduction), and Team Kit decreased from 331 kg to 296 kg (11% reduction).

Recycled materials remained high, with 87.5% of all plastic by weight made from recycled materials. Recycled materials in Performance and Replica Kit remained very high and increased from 31.3% to 49.0% in Team Kit.

PLANET SPOTLIGHT 1:

REDUCING OUR IMPACT ON THE PLANET

CARBON

In Season 4, we had notable highlights in the following areas in reducing our carbon footprint.

FLIGHT POLICY

In Season 1, flying was one of the largest shares of our carbon footprint at 31%. To address this, just before Season 2 Desert Vipers implemented a policy where staff no longer flew in business class as standard, with senior management flying premium economy, and other staff flying economy.

Under carbon accounting rules, you take a larger share of the plane's carbon footprint in business than economy, since your seat uses more space. If planes had more economy seats, more people could fly in each plane, so fewer planes would be needed, reducing emissions. At Desert Vipers, we aim to lead by example with our flight policy. Since then, we have also encouraged players and coaches to fly in economy, through incentives like offering to pay for families to join them if they switch from business to economy. The results have been remarkable, with flight emissions down by a staggering 44%!

	Season 4	Season 3	Season 2	Season 1
Economy Hours	777	490	445	304
Premium Economy Hours	225	252	243	56
Business Hours	202	323	389	758
Total Hours	1,203	1,065	1,077	1,118
Emissions (kgCO ₂ e)	159,837	172,783	179,950	285,017
	-44%	-39%	-37%	n/a



DELIVERING EFFICIENCY IMPROVEMENTS WITH FUELRE4M

Fuel consumption contributes to over one-third of our emissions, so in Season 4 we partnered with Fuelre4m, whose fuel reformer product – Re4mx – increases fuel efficiency and reduces fuel consumption by 15-20%. Using Fuelre4m in our Team Cars, Team Bus, and Stadium Pitch Machinery in Season 4 reduced our emissions in these areas and we hope to set an example that others in the wider community can follow.



OFFSETTING EMISSIONS WITH VUELTA CARBON

In Season 4, we offset 100% of our emissions with Vuelta Carbon through investment in climate-positive projects in the GCC and India. An example of one of the projects is with Tradewater, which finds, purchases, and destroys ozone-depleting substances from across the GCC. Typically used in refrigerators and air conditioning systems, these substances leak from old or unused equipment, with a significant effect on the atmosphere (up to 12,500x the global warming effect of an equivalent mass of CO₂).

PLANET SPOTLIGHT 1:

REDUCING OUR IMPACT ON THE PLANET

PLASTIC

We also continued to prioritise addressing plastic pollution, due to its adverse impacts on nature.



INTRODUCING NEXT-GENERATION LED WATER UNITS WITH BLUEWATER GROUP

In Season 4, Desert Vipers and Bluewater Group introduced next-generation LED water refill units to the pitch, in the next phase of our work in eliminating single-use plastic water bottles from our team environment, while maintaining the highest standards for athlete performance. The new LED units added a new dimension to the partnership by combining more sustainable hydration with premium on-field fan engagement opportunities. Over three seasons, the partnership has saved 43,200 single-use plastic bottles from being used.



CAPTURING MICROPLASTICS FROM LAUNDRY WITH CLEANER SEAS GROUP

The Desert Vipers teamed up with Cleaner Seas Group to address one of sport's hidden environmental impacts: microplastic pollution from sportswear. Kit and training apparel are often made from synthetic materials such as polyester, which release microfibrils and microplastics during washing, which enter wastewater systems, eventually reaching oceans and marine ecosystems.

As part of the partnership, a microfibre filter from Cleaner Seas Group was installed at JA The Resort, our team hotel, where the team's kit is washed. The system captures microfibrils at source, helping reduce microfibrils from the team's laundry operations, while allowing normal team logistics and performance standards to continue.



REDUCING THE AMOUNT OF KIT WE USE



We made substantial progress in Season 4 on the volume of kit used as a team, following our switch to a greater amount of recycled materials in the kit with PALMFIT. The Operations Team worked hard between Season 3 and 4 to identify the areas where to reduce the orders.

There was a 49% reduction in Team and Performance Kit in Season 4 (2,656 items) versus the maximum (5,251 in Season 2). The reduction is due to scrutinising the purpose of the kit for each team member, plus print-on-demand and local production capabilities with PALMFIT, reducing the amount of buffer items needed. However, the most significant reduction was achieved in Replica Kit, with a 91% reduction in Season 4 (3,531 items) versus the previous high of 65,163 items in Season 2.

PLANET SPOTLIGHT 2:

THE 2025 UAE – INDIA BIOBLITZ, POWERED BY STYREX | FUELRE4M

In Season 4, our BioBlitz went international, thanks to the support of Styrex by Fuelre4m. The 2025 UAE – India BioBlitz, Powered by Styrex | Fuelre4m engaged more people, recorded a greater number of species, and had a stronger social media campaign, ultimately connecting many fans with nature, and delivering a social impact of AED 0.43 m



FROM DUBAI TO MUMBAI

The BioBlitz started with a bang with simultaneous events in the hills of Hatta, Dubai, and Juhu Beach, Mumbai. From there, a packed schedule for 12 days followed, of classroom workshops and talks, as well as nature walks, exploring wildlife at the peaceful Jubail Mangrove Park in Abu Dhabi and the vibrant Nepean Sea Road and Haji Ali in Mumbai.



CONTINUING TO CONNECT FANS WITH NATURE

The BioBlitz continues with the next event planned during the ExxonMobil Global Super League (GSL) in Guyana in July 2026. There, we will aim to shine a spotlight on the wonderful biodiversity of Guyana, continuing to connect fans with nature both at in-person events and through spreading awareness online.

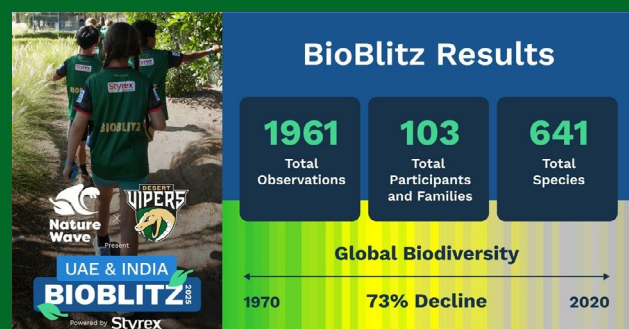


A WORD FROM ALAN SMITH, NATURE WAVE FOUNDER

“Nature Wave’s mission is to ignite a wave of people around the world who feel more connected to nature. If we notice, appreciate, enjoy – even love – something, we are far more likely to look after it, and the natural world is no different. The 2025 UAE – India BioBlitz was a brilliant opportunity to share this simple yet powerful idea with communities on both sides of the Indian Ocean.”



KEY STATS



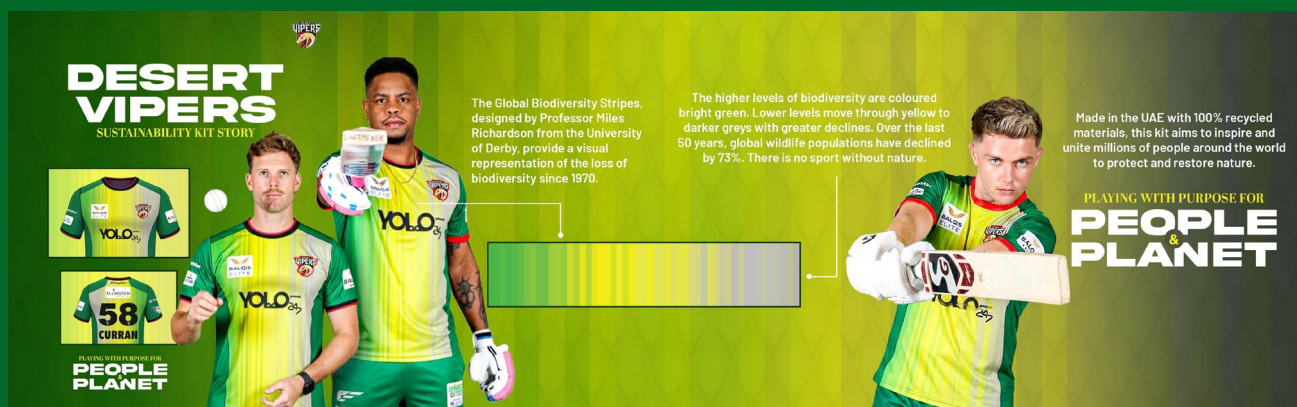
PLANET SPOTLIGHT 3:

THE SEASON 4 DESERT VIPERS SUSTAINABILITY MATCH

The Season 4 Desert Vipers Sustainability Match was centred around nature, and demonstrated how elite sport can celebrate biodiversity, trial lower-impact operations, and inspire fans to take action.

WITHOUT NATURE, THERE IS NO SPORT

A key feature of the match was the Sustainability Match Kit which featured the Global Biodiversity Stripes developed by Professor Miles Richardson. The design highlighted the documented 73% decline in average global wildlife populations since 1970 and reinforced the message that “Without Nature, There Is No Sport.”



The results from Desert Vipers wearing this kit during our Sustainability Match were impressive:

- Brand Association: 78% connected Desert Vipers with environmental leadership without being promoted – up 34 points from last season.
- Story Originality: 83% said the kit concept was unlike anything they’d seen in sport.
- Sentiment: 91% expressed positive feelings toward the initiative.
- Message Recall: 65% recalled the ‘73% wildlife decline’ statistic when prompted. 42% recalled it without any prompt – nearly 2x the norm for a single-match activation.

REDUCING OUR IMPACT ON NATURE

Several operational sustainability trials were implemented during the match, including:

- Turning off air-con two hours earlier in trial areas, decreasing energy use by 29.6% in areas.
- No red meat in hospitality, with land-use labels educating guests on their food choices.
- Upcycled tote bags from previous season’s kit from Middlesex University Dubai.

KEY STATS

- 45.8 tCO₂e Match Carbon Footprint.
- 11,928 Stadium Attendance.
- 18m TV + OTT Viewers & 5.9m Social Media Reach.
- AED 3.01 m social value of delivering the Sustainability Match, due to nature education.

GOVERNANCE

The Desert Vipers have established a strong foundation for sustainability leadership, with clear governance roles, ambitious KPIs, and measurable environmental and social impact. The next phase is about maturing the governance system so that it becomes robust, auditable, regionally aligned, and capable of supporting long-term ESG excellence.

This roadmap outlines the four stages of governance maturity and the specific actions that the Vipers plan to take between 2026 and 2030.

STAGE 1. ESTABLISHMENT OF THE GOVERNANCE COMMITTEE

The committee's inaugural meeting was in June 2025, and we have since developed:

- A functioning Sustainability Governance Board with defined roles.
- Clear KPIs across Governance, Innovation, Sustainability, and Social Impact.

These have allowed us to achieve:

- Strong environmental progress (e.g., 54% reduction in flight emissions vs Season 1).
- High-impact social programmes (11.8:1 SROI in Season 4).
- Early supplier engagement and operational alignment. "We are pleased to now have the capability to forward-project the carbon footprint of team purchases, meaning we can better understand how changes the Operations Team makes can reduce our carbon footprint" – Sam Charnley, Head of Operations.
- A growing reputation for ESG leadership.
- Player/coach engagement to be improved and measured. "Over the past year, the Sustainability Governance Board has greatly improved my understanding of how sustainability impacts players and coaches, and the opportunities for their involvement" – Kenny Crichton, Team Manager.

This places the Vipers at a solid foundational level – strong intent, strong culture, and strong early results. However, we realise that there is a long way to go. We have identified the next stages in our development.

STAGE 2. SHORT-TERM (2026-27) OBJECTIVES

In the short-term, our priority actions are to:

1. Formalise our ESG governance framework that defines decision rights, reporting lines, and escalation pathways to align the Sustainability Governance Board with the overall franchise governance structure.
2. Appoint a Middle East ESG Representative that allows us to strengthen our cultural outreach, align with GCC ESG frameworks, and help support regional impact.
3. Continue to develop a 5-Year ESG Reporting Roadmap, aligning with international standards.

STAGE 3. OUTCOMES BY 2027/28

We will continue to embed ESG across all functions and decision-making. Priority actions include

- Increasing the frequency of Sustainability Governance Board meetings.
- Developing a practical approach for the expansion of stakeholder and supplier sustainability requirements. This will include supplier benchmarking and ratings.
- Operationalising ESG in commercial strategy by linking sustainability to financial outcomes.

Our annual People and Planet reports will transparently detail our challenges and successes.

GOVERNANCE

STAGE 4. LONG-TERM LEADERSHIP AND IMPACT

Long-term, we will prioritise the following actions

- Achieve 50% emissions reduction by Season 9.
- Achieve Sustainability Governance Board diversity targets.
- Implement advanced ESG metrics – player impact, biodiversity reporting, and circularity.

We aim to diversify and upscale social impact programmes with a 10% annual increase by developing our Community Programmes with regional expansion plans and new Community Partnerships.

In a short period of time, we have already become a global case study for environmental durability in sport. To continue playing on the front foot, we intend to publish thought leadership blogs, present at international conferences, and build global partnerships.

SUSTAINABILITY GOVERNANCE BOARD ROLES & RESPONSIBILITIES

Phil Oliver – Board Chair

Communicate between the team, owner group, and external stakeholders. Set the staff culture and provide transparency around decision-making.

Matt Bailey – Commercial Representative

Provide insights into the commercial implications of sustainability, including new revenue, cost-savings, and perception of Partners & stakeholders of our sustainability work.

Sam Charnley – Operations Representative

Provide information on supplier discussions. Report on operations decisions with sustainability implications, especially cost-savings. Ensure work in the UAE is aligned with sustainability.

Kenny Crichton – Player & Coach Representative

Liaise between players & coaches and the team, showing sustainability work and providing opportunities for involvement. Provide feedback and plan communications in build-up to season.

Ben Hardy-Jones – Board Secretary

Ensure meeting agendas and action points are recorded and regularly check-in on & provide evidence-based information to Board members to allow the team to achieve its sustainability agenda.

Gary Adlen – External Auditor

Provide external advice and mediation for the Board, ensuring it stays up to date with best practices.

LOOKING AHEAD

WHAT'S NEXT?

IN SEASON 5, WE ARE EXCITED TO CONTINUE PLAYING WITH PURPOSE FOR PEOPLE AND PLANET. FOR PEOPLE, WE ARE PARTICULARLY EXCITED ABOUT OUR NEW COMMUNITY PARTNERSHIP PROGRAMME, WHICH WE HOPE WILL ALLOW US TO SCALE OUR COMMUNITY PROGRAMMES FURTHER, REACHING EVEN MORE PEOPLE.

For planet, we recognise that there is still a considerable amount of work to do, although much of this is out of our control. We will continue to push our key stakeholders to make changes to reduce our collective environmental impact, through more concise feedback summaries to each. Our Sustainability in Sport Guidelines, to be published later this year, will hopefully continue to push other sports organisations to make sustainability-focussed changes.

Finally, we are particularly looking forward to continuing to use and showcase the products and services from many of our partners where they support our sustainability work, and we invite new organisations to get in touch if they would like to support our journey.



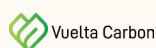
SEASON 4 PARTNERS

DESERT VIPERS ARE PROUD TO HAVE FANTASTIC ORGANISATIONS SUPPORTING OUR SUSTAINABILITY EFFORTS. WE EXTEND AN ENORMOUS THANK YOU TO ALL OF THEM, AS OUR WORK WOULD NOT BE POSSIBLE WITHOUT THEIR SUPPORT.

If your organisation would like to get involved in helping Desert Vipers on their sustainability journey, please email sustainability@thedesertvipers.com.



OFFICIAL SUPPLIERS



GLOSSARY

HERE ARE SOME OF THE TERMS USED IN THIS REPORT:

CARBON DIOXIDE (CO₂)

A gas in our atmosphere, measured in parts per million (ppm), which is the leading cause of most greenhouse gas emissions.

CLIMATE CHANGE

Long-term shifts in temperature and weather patterns. Since the 1800s, human activities have been the main driver of climate change, primarily due to the burning of fossil fuels (like coal, oil, and gas), which produces heat-trapping gases.

CARBON FOOTPRINT

The value showing the total amount of greenhouse gases from an activity or organisation. It is commonly reported in tonnes (or kilograms) of carbon dioxide equivalent.

DP WORLD ILT20

The DP World International League T20. The UAE's premier cricket tournament.

EMISSIONS

The release of greenhouse gases through activity into the atmosphere. This is commonly referred to as carbon emissions.

ENVIRONMENTAL IMPACT

The (negative) effects of actions on the natural components of the planet.

kgCO₂e

Kilograms of carbon dioxide equivalent. A unit of measurement with which to measure your greenhouse gas emissions.

ICC

International Cricket Council. The governing body of cricket.

Net Zero

Defined by the IPCC as the point when human-made emissions of greenhouse gases to the atmosphere are balanced by human-made removals, over a specified period. Typically, this means reducing emissions by 90% against a baseline year, and then offsetting the remaining 10%.

S2

Season 2 of DP World ILT20.

tCO₂e

Tonnes of carbon dioxide equivalent. A unit of measurement with which to measure your greenhouse gas emissions.

CARBON FOOTPRINT COMPARISONS

2.2 tCO₂e – The average annual CO₂e emissions per person in India

20.1 tCO₂e – The average annual CO₂e emissions per person in the UAE

327.8 tCO₂e – The carbon footprint of Edgbaston's Go Green Game in 2023

490,000 tCO₂e – The carbon footprint of Euro 2024

1,590,000 tCO₂e – The emissions for the 2024 Paris Olympics

APPENDIX

INFORMATION RECORDED – CARBON FOOTPRINT

Area	Item	Data Information			Carbon Footprint		
		Recorded	What Info Was Recorded?	Uncertainty	S4 Emissions (kgCO ₂ e)	% Change from S3 to S4	Explanation
Hotel	Electricity – Air-Con	Yes	Electricity use and source	V.Low	46,735	29%	We reached the finals and had a slightly extended schedule, which resulted in an increase in emissions across all areas as we stayed more nights compared to S3.
	Electricity – Other	Yes	Electricity use and source	V.Low	104,136	28%	
	Food	Yes	Food purchases by hotel restaurants. Estimates were made based on S2 values.	High	61,604	4%	
	Waste	Yes	Waste quantity and type	Medium	18,898	-78%	This resulted in a 28% increased emissions from total hotel electricity and 4% increase in food-based emissions versus S3.
	Drink	NA	NA	NA	NA	NA	
	Air-Con Coolant	Yes	Air-con coolant use and type	Medium	10,440	-25%	Waste was reduced significantly due to the reduction in the emissions conversion factor.
	Water	Yes	Water use	Medium	10,223	388%	
	Gas	Yes	Gas use	Low	4	-99%	
	Fuel for Generators & Vehicles	N/A	Fuel use and type	Low	28,456	-21%	
Travel	Team Air Travel	Yes	Class & duration of flight, departure & destination location, airline, date,	V. low	159,837	-7%	We had a slight reduction achieved through the continued policy of flying economy as standard.
	Fan Travel	Yes	Survey of fans at one home match to determine transport mode and duration. Information from League on attendances and number of buses organised	Medium	70,803	47%	More matches and fans with improved data collection resulted in an increase in fan travel emissions.
	Team Ground Travel	Yes	Public transport, taxis, and car journeys	Medium	11,475	-223%	Shifting to hybrid cars resulted in a significant reduction.

APPENDIX

INFORMATION RECORDED – CARBON FOOTPRINT

Area	Item	Data Information			Carbon Footprint		
		Recorded	What Info Was Recorded?	Uncertainty	S4 Emissions (kgCO ₂ e)	% Change from S3 to S4	Explanation
Stadium	Electricity - Air-Con	Yes	Electricity use and source	Medium	47694	-43%	Food emissions continued to reduce, as beef & lamb were requested to be removed from all hospitality menus. Drink emissions were almost the same as S4. This only takes account of drinks at the stadium, rather than the Team Hotel (which were included in S2 and S1)
	Food	Yes	Estimated the footprint of each dish, and calculated footprint by multiplying by number of dishes	Medium	22410	-19%	
	Drink	Yes	Drinks used in Team Room & Stadium	V.Low	5313	1%	
	Air-Con Coolant	Yes	Air-con coolant use and type	High	2088	-71%	Decreased air-con coolant values were likely due to an increase in air-con electricity.
	Waste	Yes	Waste quantity and type	High	30,680	12%	
	Electricity - Other	Yes	Electricity use and source	Low	6461	678%	Increased generator emissions were due to reverting to fuel-powered generators and increased number of matches.
	Generators	Yes	Fuel use and type	Medium	7422	154%	
	Fertiliser	Yes	Fertiliser use and type	High	725	-21%	More matches and fans resulted in an increase in water emissions
	Water	Yes	Water Use	Low	4789	385%	
	Gas	Yes	Gas Use	Low	158	NA	
Kit	Replica	Yes	Material weight(s) and type(s), for both kit and packaging	V. low	4606	-74%	Replica Kit was made from 100% recycled material, and the leading to a significant reduction
	Performance & Team	Yes		V. low	5538	-15%	Switching to recycled materials across virtually all items reduced emissions, as did ordering less due to designing for reuse and reusing from S3.
Training Ground	All Areas	No					Training ground emissions have not been included in Season 4 footprint, as the required activity data was not available during the reporting period.
Other	Electricity - WfH	Yes	Electricity bills from team members	Low	1,418	2%	An increase in the number of team members resulted in a slight increase compared to S3.
	Team Expenses	Yes	Team expenses from hotel stays and travel. Material quantity and type from one-off purchases	Low	591	6%	The decision to purchase items that were more sustainable, reusable and ordering based on requirement maintained the emissions with a marginal increase versus Season 3.

A NOTE ON SEASON 1'S BASELINE

In 2023 Desert Vipers published a Sustainability Strategy Framework, which included our Season 1 carbon footprint. This was measured at 573.3 tCO₂e, which is less than the 913.4 tCO₂e value used in this report. The reason for this change is due to re-baselining after calculating the footprint of significantly more emissions sources in Season 2, and then retrospectively applying that information to Season 1. This more accurately reflects the footprint of the franchise in its first season, and can be used as a true baseline going forwards for which to measure our footprint against. Season 1 has been used as a baseline to report to the UN Sports for Climate Action Framework. For full transparency, a complete list of changes to the baseline is shown in the Appendix.

APPENDIX

INFORMATION RECORDED – PLASTIC FOOTPRINT

Element	Plastic Weight (kg)	Plastic Type	Assumptions	Uncertainty	Change vs S3	Explanation
Performance Kit						
Training Kit	155	Recycled Polyester	Material composition shared by PALMFIT	Low	-14%	Slightly more ordered due to working on making the kit perfect.
Match Kit	122	Recycled Polyester (117 kg); Virgin Polyester (5 kg)	Material composition shared by PALMFIT	Low	-44%	Slightly more ordered than planned due to working on making the kit perfect, but a reduction in buffers due to print-on-demand meant an overall reduction.
Sustainability Match Kit	47	Recycled Polyester	Material composition shared by PALMFIT	Low	-21%	Last year, our training kit doubled up as our Sustainability Match Kit. This year, we wanted a separate identity for the match to create a bigger celebration around sustainability.
Water Bottles	0	NA	NA	NA	NA	Only Bluewater bottles were used this year.
Bands	0	NA	NA	NA	NA	Bands were reused from previous seasons.
Towels	2	Virgin Polyester (2 kg); Virgin Nylon (1 kg)	Material composition shared by PALMFIT	Low	+ 25%	A few more towels were purchased in S4.
Team Kit						
Team	113	Recycled Polyester (107 kg); Virgin Polyester (6 kg)	Material composition shared by PALMFIT	Low	+21%	A larger team resulted in more orders.
Athleisure	0	NA	NA	NA	NA	Athleisure was made from cotton in S4.
Bags	145	Virgin Polyamide (115 kg); Virgin Polyester (30 kg)	Material composition shared by supplier	Low	- 17%	Reduced personalisation meant bags from S3 could be reused.
Ball Boys/Girls	38	Recycled Polyester	Material composition shared by PALMFIT	Low	+ 10%	Slightly more ball boys/girls items ordered.
Replica Kit						
Sponsors	150	Recycled Polyester	Material composition shared by PALMFIT	Low	+ 498%	More sponsor events and League requirements meant we ordered significantly more items.
Fan Giveaways	0	NA	NA	NA	- 100%	No Fan Giveaway t-shirts were purchased in S4.
Schools Programme	638	Recycled Polyester	Material composition shared by PALMFIT	Low	+ 1,349%	More children participating in the Schools Programme received a free t-shirt.
Development Programme	27	Recycled Polyester (27 kg)	Material composition shared by PALMFIT	Low	- 61%	The reuse of kits from other areas reduced the overall number of new kits needed.
Net Bowlers	26	Recycled Polyester	Material composition shared by PALMFIT	Low	+ 71%	Additional net bowlers meant more materials were ordered in S4.

APPENDIX

INFORMATION RECORDED – PLASTIC FOOTPRINT

Element	Plastic Weight (kg)	Plastic Type	Assumptions	Uncertainty	Change vs S3	Explanation
Food & Drink						
Water Bottles Purchased (Team)	0	NA	NA	NA	- 100%	Water cartons were Tetrapak in S4 thanks to a partnership with Aqualy.
Soft Drinks Purchased	0	NA	NA	NA	- 100%	Aluminium can soft drinks were purchased in S4.
Energy Bars/ Gels	0	NA	NA	NA	- 100%	No plastic packaging in S4.
Cutlery (Stadia)	3	Virgin PET	216 hospitality guests for each home match, with each cutlery set consisting of 1 fork, 1 spoon, and 1 knife, plus plastic packaging. Average cutlery weight of 5 g per piece. Plastic cutlery served at two home matches (then wooden cutlery was requested by DV for remaining matches)	High	- 46%	Requests for wooden cutlery were granted at four out of five Desert Vipers home matches.
Cups (Stadia)	4	Virgin PET	216 estimated hospitality guests for each home match. On average, 1 in 4 people will buy a drink which comes in a plastic cup. Therefore, 54 cups per match. Each cup weighs 15 g, so 0.81 kg per match. 4x home matches serving alcohol, and 2 x neutral matches (therefore taking half the share) in knockout rounds = 5 matches in total = 4.05 kg	High	0%	A similar number of drinks were purchased in S4 vs S3.
Other						
Bus Wrapping	19	Virgin PVC	12m coach so 129 m2 of wrapping required.	Very High	0%	The bus was once again wrapped in S4 and was the same size as S3.

APPENDIX

INFORMATION RECORDED – SOCIAL IMPACT

Community Programme	Social Value (AED)	Assumptions	Uncertainty
Schools Programme	7,951,594	The SROI analysis was done to quantify the social value generated relative to the costs and investments involved in delivering the programmes.	Low
Sustainability Match	3,005,856		Medium
Heroes of Hope	1,269,632	The methodology follows a quantitative programme data (reach, sessions, hours, participants) approach, with a Theory of Change model to map outcomes and, in certain areas, use financial proxy valuation to estimate social value. The theory of change approach serves as the foundation for identifying and valuing outcomes across all programmes.	Medium
Corporate Cricket	969,180		Low
BioBlitz	431,676	UAE GOV & UN SDGs & published SROIs.	Low
Talent Pathway	115,808		Low
		Deadweight and Proxy values for unavailable regional data.	



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