

Entrepreneur Infrastructure Group

MAC_Notes : Material Acquisition & Conversion Account

This is for all our fans who like our version of being politically correct, which is usual quite difficult if one has no political or religious affiliations, or have difficulties saying everything and nothing. And no, that does not mean someone is dysfunctional or malfunctioning, probably they just like to ramble. Now back to MAC...

- Notes: Two choices, for those people who like valid, realistic, profitable and practical options, we limit raw material exports, for an improved economic and natural resource environment, or continue exporting raw materials so someone can turn it into something more valuable to sell back to us and not incur the major initial primary extraction and material processing costs, plus lose jobs, export money, go out of business, stuff like that. Naturally, a person needs to know how to do the math, disregard free trade deals and super-imposed resource extraction operations, un-restricted imports and illegal dumping that do very little for the Canadian economy.

We can by our own personal national industrial policy, have raw materials, primary metal and mineral processing and recycling materials that are export restricted. These can be transformed into high value added products in very practical terms, since the primary energy costs in getting it to that state have already been paid for in full and utilized quite well.

Now you have a choice. Many options are good, yes? A small reminder that saving money is like making money, plus we can add a lot of value, not by making just anything, but something much more valuable. This is not a get rich quick scheme like running a lottery or casino, but hey, some people like to work and build stuff, right? The reuse, recycle and re-deploy idea is good if it is done here and proper not exported around the world in a truly unsustainable and ridiculous manner. Don't waste it, don't throw it away, it's part of our future, we can turn it into something! Leave nothing to chance!