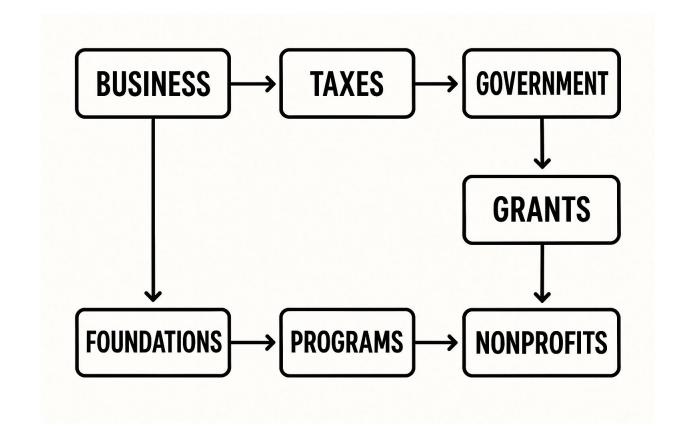


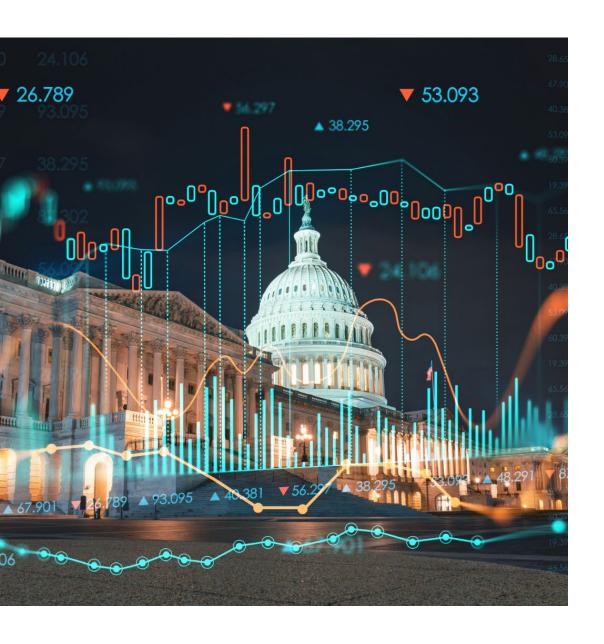
# The Frame

## **Follow the Money**

Every nonprofit dollar starts as business profit.







#### The Federal Reality

In 2023, the U.S. government collected \$4.47 trillion and spent \$6.16 trillion—a \$1.69 trillion deficit.

Of that \$4.47 trillion in revenue:

49% came from individual income taxes

37% from payroll taxes

9.4% from corporate income taxes

Roughly 95% of all federal revenue originates in the private sector.



#### The Cost of Yesterday

In 2024, the US Government collected 4.9 trillion from all sources. It spent 6.8 trillion in total. Of that, \$878 billion went to interest payments on the national debt. That is more than they spent on:

- Defense (\$877 Billion)
- Medicare (\$874 Billion)
- Medicaid and CHIP (\$638 Billion)

In addition, we borrowed \$1.9 trillion.

Combine those figures, and nearly \$3 trillion in cash flow goes to the past, not the future.

That is approximately 60% of the annual revenues.





# Enter the Real Problem



### **Asia: The Future Arrived Early**

Japan, South Korea, China: the post-growth world.

Japan (1.3 workers/retiree)

Korea (0.84 fertility)

China (Population projected to be halved by 2100)



KollaBo





#### **Europe: Aging Without Growth**

Older, Not Richer

Median Age in Germany: 47.

In the UK, the working-age population is flat, and social costs are rising.

Russia: projected to have 12 million fewer working-age adults by 2040.



#### North & Central America

Immigration can't outrun fertility collapse.

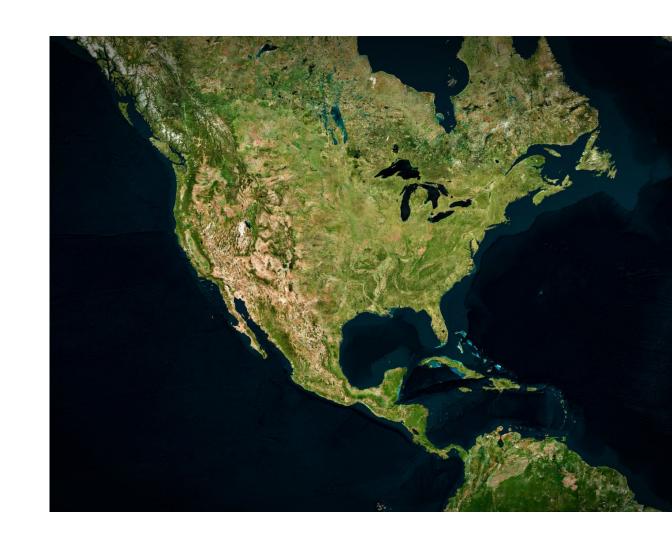
Canada – 1.3 births

US – 1.6 births

Mexico – 1.7 births

Central America – Average between 1.8 – 2.1 births

The countries we've viewed as the sources of immigration are experiencing population decline.







## **Global Takeaway**

We are facing a people bust.



# The Business Shift



# **Human Care is becoming operational**







# The Work Lab Bridge

Relational Infrastructure makes human care operational





#### **Proof in Omaha**

**Employer-Funded. Employee Trusted.** 

Community-connected.





# **Closing Frame**